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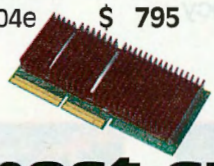

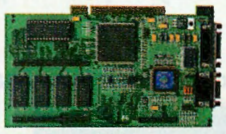

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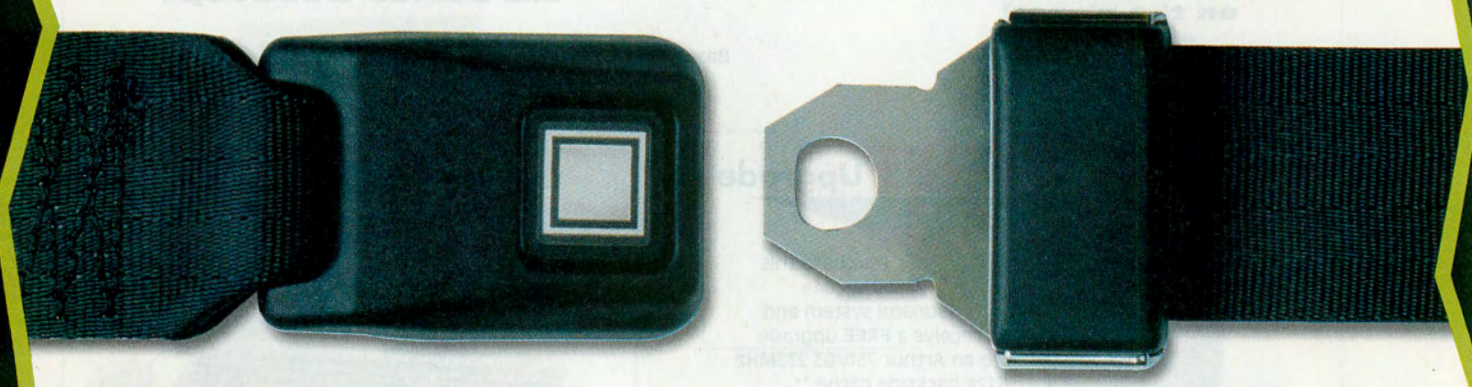

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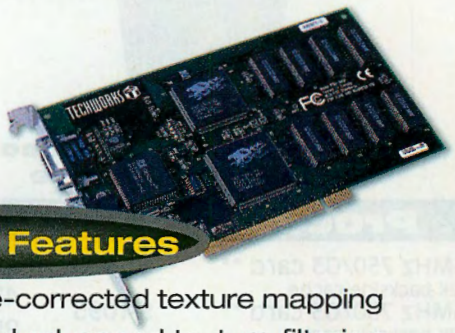

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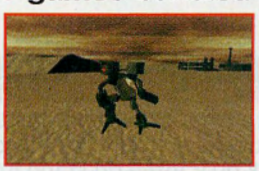

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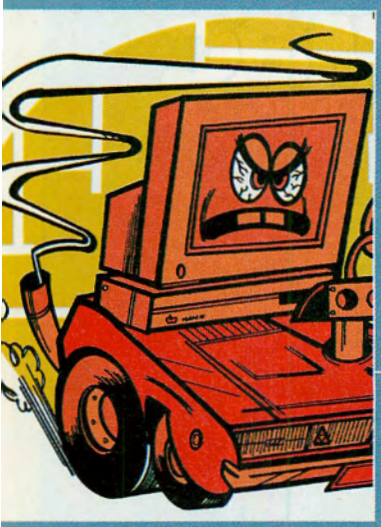
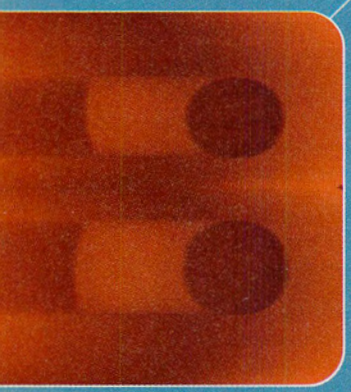


Didja say you wanted to drrrrrrrrag? Bring it on with these smokin', speed-burnin' babies!



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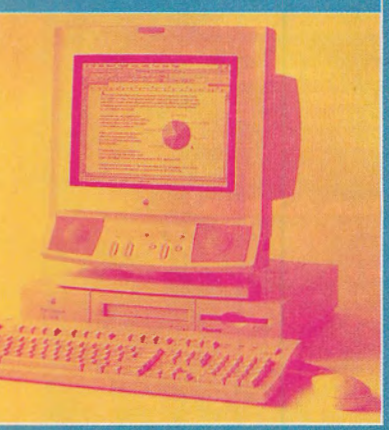

You asked for it! It's back. It's handy. It's the new installment of This Old Mac! Don't you feel better already?

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82 **Know It All About Sound**
Absolutely everything you need to know about sound—how to record it, what to do with it, and what file types you need to use.

This snaggle-toothed speed demon spent a year and a half in the garage while we hunted down parts and argued over specs. Master mechanic Olivier Wolfson put it on the pavement.

Heh, heh, heh...who's shaking whom *now,* big boy?

Ah, the magical island of your dreams. One-piece or a bikini for your Mac?

every month

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the web site

http://www.macaddict.com

17 Uh oh. We've changed things again. Check out our new, improved, simplified Web site design as well as our brand-new *MacAddict* Network site. We hope you like them!

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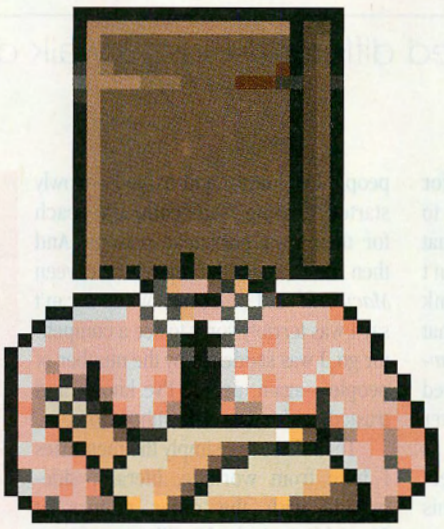
OK, now I'm really leaving. For real. Hey, Rob, that bit about it being "all about you"? Hahahaha! You guys really are the very, very best. Woo! Camp MacAddict!

Some people won't like our new software...



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editor's note

MacAddict to be edited different! Plus, a walk down memory lane.

Well, this is it. My last Editor's Note for *MacAddict*. Wait! Before you flip to the front of the issue to check what month is on the cover, rest assured, this isn't an April Fool's joke. And before you think that something else is afoul here, read that first sentence again—I didn't say I was *leaving*. On the contrary—I'll be more involved with every aspect of *MacAddict* than ever before as I step into the role as publisher and editorial director for the magazine. What this means is that I'm now responsible for the financial health of the magazine as well as the overall editorial quality—a big, spooky, and exciting job.

Starting next month, day-to-day operations for the magazine will be handled by David Reynolds, a founding member of the *MacAddict* team, who is taking on the new title of editor. It's David's slightly grizzled face you'll see gracing this column every month from now on. (Although he did say he was contemplating a good shave!) Nikki Echler and Kathy Tafel also have been promoted—to senior editors, acknowledging not only all their hard work since Issue No. 1 but also their growing responsibilities.

While I'm looking forward to my new job with a mix of excitement and, frankly, total terror, I also find myself getting sentimental about the past year as editor-in-chief. There are the obvious Apple-related memories: Steve Jobs coming back to run Apple, the $150 million investment in Apple by Microsoft, the death of the key clone makers, the complete changeover of Apple's management team, and the absorption of the NeXT management team.

But there have been far more personal memories for me in the past year. First, I've watched as longtime Apple employees—people I've known and trusted—slowly started leaving the company, each for their own particular reasons. And then there was the merger between *Macworld* and *MacUser*. While I can't say I was terribly sorry to see a competitor go, I was saddened by the number of people—again, people I've known and trusted—who were left without jobs.

We'll certainly never forget what it was like to be spied on 24 hours a day…

Then there are simply the memories I have from working, literally, side-by-side with the other editors at *MacAddict*. I doubt I'll ever forget Mark Simmons' impromptu poems and songs floating over my cubicle wall or Wade Albright's insistence on calling me The Python (thanks, he claims, to my ability to choke the life out of just about anything). And speaking of choking, Kathy and Nikki have each tried to choke me to death at least once. I doubt I'll ever get that kind of respect anywhere else in my life.

And, of course, there are other great things that happened during the year. The whole team took a trip to Cabo San Lucas, Mexico, thanks to a company prize we won for the best integration of print, Web, and CD-ROM product. (Remember the M.A.R.S. Probe? We'll certainly never forget what it was like to be spied on 24 hours a day, nor will we forget the mechanical, grinding noise it made as it spun around.) Ken Bousquet, Adam Vanderhoof, Judy Lewenthal, and I made a trek to New York for the Computer Press Awards and walked out—stunned—with a trophy for Best Overall Magazine (we celebrated with a midnight run on the Staten Island Ferry to wave to the Statue of Liberty).

I'm sure that 1998 will be filled with its share of memories. Already, Judy is leaving to help relaunch another of Imagine's magazines, *The Net*, and Ruth Henrich, the former managing editor for *Macworld* is joining the team in Judy's place. I just hope this year's memories will be half as good as last year's.

—Cheryl England

A Few of My Favorite Things

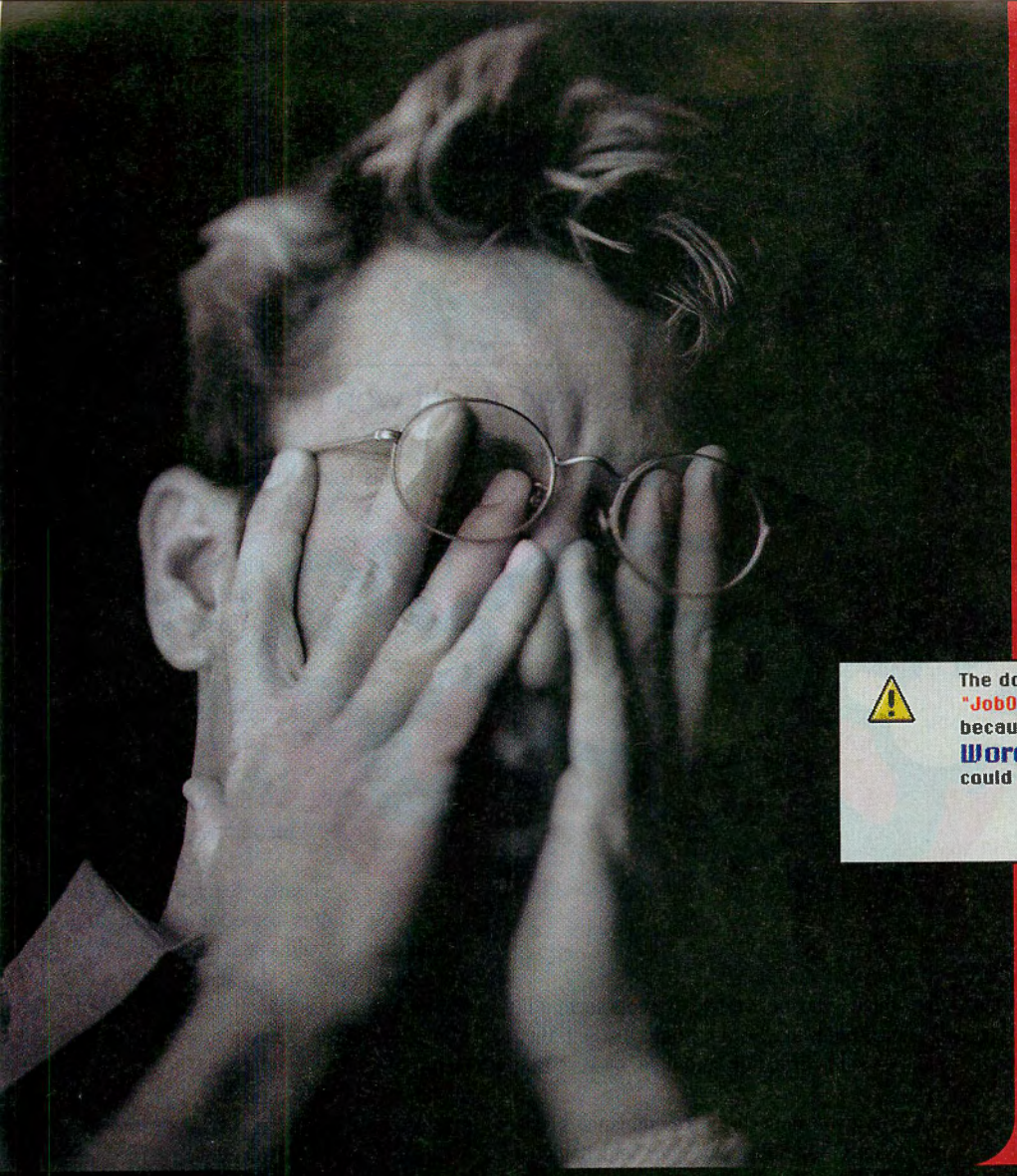
On my cubicle wall right now is a picture of a human bean, drawn and sent to us recently by Clay Fighter, one of our young readers. It cheers me up every time I walk by it. In fact, a lot of my favorite things from 1997 have been sent in by you, the readers of *MacAddict*. You send us poems, jokes, newspaper clippings, sightings, photos, drawings, thoughts, tips, rants, Web site addresses, and more. You send us well-rationed pleas when we've done something that upsets you. You send us letters filled with exclamation points and capital letters, to the point that we can practically see you tearing your hair out in irritation.

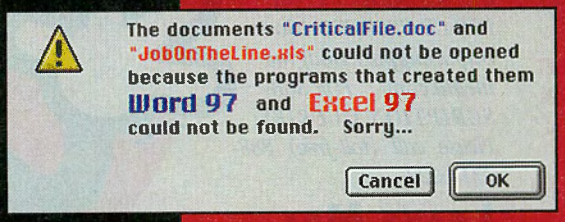
You've even sent us food. We've received persimmons as a contest bribe, M&Ms as a thank you, and even a fantastic, exceedingly rich batch of homemade cookies from Jeffrey Hester of Ground Zero Software, makers of Bedlam. (Uh, sorry for the delay with Bedlam 2, Jeffrey.) Oh, and chocolate from the Weird Guy, too.

You've sent other presents as well. Nikki still has the Apple watch that Paul Krochmal and Richard Stevenson gave her at Expo in Boston, and Kathy still regrets that the post office lost the *Babylon 5* figure someone sent.

And then there have been the incidents. I doubt I'll ever forget the time I was in my car, getting ready to get onto Highway 101 in San Mateo, when the maniac beside me started honking and waving. I looked over just in time to see him pick up his September issue of *MacAddict* from the front seat and wave it at me, smiling all the while.

Finally, John, thanks for the phone calls—I think. Ditto on those letters, JT. And, Joey, I still have Max and all 24 wonderful letters. While I won't be reading *all* the letters to *MacAddict* any more, someone from the team will be—and I'm sure they'll enjoy them as much as I have.





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letters

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Leave Max Alone, Will Ya?

I noticed that, in your November issue, there was a slight protest about Max having hair. I think that hair is just great, but let's get to the more important matters. What Max really needs is clothes!!!! Not all the time, since Max should be able to be free once in a while, and not to carry the burden that all of us do everyday. Although, for younger viewers' sakes, he at least should wear clothes on the front cover. —Zack Williams, Ashland, Oregon

Here's a thought. Just so you can't be accused of sexism, maybe you could introduce "Maxine"? If two mascots seem a little crowded, maybe you could just get Max to do some drag now and then. —Mike Benda

Have you noticed the resemblance between Max (your little man logo) and Battle-Girl? Are they related? —Pat Mitchell

While reading the October 1997 issue for the 500th time, I reread a letter from Justin LaSelva about Max's hairstyle. I took interest in this letter, having never noticed that Max is, in fact, bald. However, while going through the rest of the magazine, I noticed one other thing about Max. More often than not, Max is NUDE!!! Is there something about Max you're not telling us? —Beverly Westerberg, Minnetonka, Minnesota

I saw a letter to you in the November issue saying that Max shouldn't be bald and at least should wear a wig. In my opinion, Max should stay just the way he is, baldness and all. I mean, come on, who really likes a cheesy toupe? In all the pictures of Max with different hairstyles, bald definitely looks the best, although the fact that he is frowning in all of the pictures except the bald one could help. The only thing I think you should change is to make him look more like my dad, the model Mac addict. How could my dad be better? He's bald, and he owns the only computer store in town that carries a major amount of Mac

RECENTLY SIGHTED

Steve Rittner owns a private floral design school, Rittner's Floral School in Boston, Massachusetts. Not only does Steve's shop run on Macs, but he uses them as part of some floral designs. Says Steve, "I noticed in the December '97 issue of *MacAddict* (p41) that there was a suggestion for readers to take old, nonfunctioning Macs and use them for aquariums and change jars. I would also suggest another alternative use that I think would be far more aesthetically pleasing...make them into bases for floral arrangements." Details are available on Steve's Web site at http://www.tiac.net/users/stevrt/index.html

Just in case you were worried about Apple shutting down all of the clone makers' operations, I thought you might like to see this photo of an exciting new Power Mac "clone." It's a real, honest-to-goodness chainsaw made by McCulloch, called the PowerMac, model PM325AV-16. (Wow! A revival of the "AV" designation.) The only thing I added to enhance the beauty of this new PowerMac is the Apple logo sticker you see on the body of the chainsaw.

products. Oh, I'm rambling aren't I? I should probably leave you alone now.... —Zach Mandell

Urge to Overkill?

What if Bungie made an operating system for the Mac? Just what you need to brighten up your day! Need to delete a file? Just whip out your trusty SSM Launcher, and the sucker is just another splat on the floor. Need to get rid of all your copies of SimpleText? The assault rifle works quite well for that. Imagine how easy it is to remember where everything is on your hard drive. Just down this hallway, turn left, through the sixth door on the left, down the stairs, into the room marked ClarisWorks, hit the switch, and presto! There's ClarisWorks! To rearrange items on your hard drive, just open your copy of Forge, and away you go. —Ryan Edwards

Get Under Control, People!

As I wipe the tears from my eyes and get myself to stop hyperventilating, I must tell you that your magazine makes me laugh so hard I almost pee in my pants. If I was not on the other side of the country, I'd be on your doorstep, groveling piteously, begging for a job, willing to do anything just to get you to read my resume (even dance around in a Little Bo Peep outfit with Spam on my head, doing a Michael Bolton impersonation), and I'd take any job you had. You need gum scraped from the bottom of your chairs? I'd be your man. Someone to make rude finger gestures and noises which are obscenely biological at passing PC users? Hey, I'm all over it. I do that anyway. —Mat "I'd wear the black mock turtleneck, but Birkenstocks are right out" Broman

I can't believe it. I was sitting here playing Duke when a fly landed on my screen. I actually tried to kill it with my shotgun. After killing so many things, it was really weird to hit the fly dead on and not have it blow apart. I think it's time to take a break. —Kent P. Hull

Oh no! There are too many of them. The gnols—they are everywhere! Ahhhhhhhhh. Send in the dwarfs! Boom, boom, splat heheheahaha. Oh, um, sorry. I have been playing the Myth demo for 18 hours now and have beaten it 19 times. —Eric Litton

Why, Thank You!

You have the most moronic, dumb, and irrelevant letters of any magazine I have read yet. I like it. —Galen Panger

You just had to do a report on Easter eggs in the November issue. The moment my mother saw the cover was a classic: "Easter eggs! What are they doing with Easter eggs? It's bloody well November. I just don't understand." Even more reasons to subscribe to your glorious magazine—parental incompetence. —Nick Pernal

Yes, You Did

I tried a few of the 63 things that you suggested to do for my favorite Mac addict over the holidays, but I might have made a few mistakes: 1) (Suggestion #13) I hooked someone up to the Internet, though, unfortunately, I blew a port, so their computer—their brand-spanking new Power Mac 9600 (the one with 768MB of RAM, a couple of UltraSCSI 4GB hard drives, a 21-inch monitor, a built-in Jaz drive, and an already-set-up ISDN line)—crashed. 2) (Suggestion #21) I hooked one of their other Macs, their AV one, to the VCR. Unfortunately, the VCR started emitting smoke, and before I knew it, it blew up. 3) (Suggestion #22) I tried to do the chocolate Mac thing, but I couldn't get the chocolate dry in time, so I just poured it over the crashed Power Mac 9600 and threw the whole thing in the oven. I always wondered what a melted motherboard looked like. Unfortunately, this was not the time I wanted to find out. 4) (Suggestion #25) I built the shelving system. When I had put all of their Mac stuff on it, it looked beautiful. Then it collapsed. 5) (Displayed on page 40) I attempted to hang their Mac Quadra, with their greeting cards, on a string. Unfortunately, it crashed. No, literally. It fell to the ground and shattered. 6) (From "4 Collector's Items") I took the motherboard out of the shattered Quadra, framed it, and put it on the wall, although it would never really hang straight. Now I owe about $9,000 in damage done to their home, and I lost about $499 on the shelving. Did I mess up? —Greg Katz Jr.

Good Ideas...

Being a lone Mac addict here on the open plains of North Dakota, trying to survive a mostly Windows campus, I have found a way to leave my mark every time I get stuck using a Windows lab computer. Because all the computers are networked, and they all have Netscape on them, I usually go to Apple's "Think Different" Web site, grab the high-resolution black logo graphic, hold my right mouse button down on the machine's mouse, save it as wallpaper, and leave. This "different" graphic is perfectly sized to the monitor, so when the next user comes in, they see a black screen with the Apple logo and "Think Different" staring them in the face! I have also done this with other graphics, like the *MacAddict* logo and Mac OS 8 logo, but the "Think Different" logo looks the best. For other Mac addicts using windows computers in schools or business, do the wallpaper save, and give Apple some advertising where PC users would least expect it—on

This chainsaw was a birthday present to my brother-in-law, Michael, who (like me) is a Mac fanatic. He's currently using his new PowerMac with a big Mac OS grin on his face, as he chops down trees in the wilds of British Columbia while singing *The Lumberjack Song*. —Harvey Lubin

I'm 14, and I created this on a Mac in just an hour. That shows how easy a Mac is to use. —Dorian Gorski

I'm a graphic artist for a large trading card company. I also do Macintosh systems consulting. In my spare time (when I'm not sitting in front of my Mac), I fly model helicopters. And, of course, I just had to paint it up in Apple colors! The helicopter in the photo has a rotor span of 4 feet and weighs about 6 pounds. Cost? Well, let's just say I could buy another Mac with the money I've got invested in it. —Joe Beland

You Know You're a Mac Addict When...

...you think that computer compatibility problems refer to having different shades of platinum for your monitor, mouse, and computer. —John Pizzox

...your alarm clock and coffee maker are plugged into an outlet labeled Startup Items. —Ray Conforti

...your husband's name is Brett, but you decided to call him Mac because it sounds better. The worst part is that you like him more now. — Kimberly Lesser

...you're watching *Independence Day 4*, and you hold up your PowerBook to see the one in the movie. —Amy Augspurger

...on Thanksgiving you ask your Mom to serve StuffIt with your turkey! —Wysmar Clealand, Hollywood, Florida

...you answer the phone saying, "Welcome to Macintosh." —Marty Thomas, Guilford, Connecticut

...you order a 17-inch pizza and ask, "How many inches of that are viewable?" —Jerrod Hofferth

...you play a semester of football at Michigan University, then transfer to Alabama, and then transfer again to Colorado just so that you can have three school letters that spell out "MAC." —B. J. Leiby, Phoenixville, Pennsylvania

...you teach your kids all the versions of System software in order instead of letting them learn how to count. — J.T. Claydon

...you only take one bite from your apples. —Victor Milazzo, Caracas, Venezuela

a Windows desktop picture!! —Charles Schoeneberger

I thought of one more simple thing to do with sounds. In the Date & Time control panel, you can assign sounds to chime on the hour and on the quarter and half hours. Our Performa 6220 has all the sound files that I could download from the Warner Brothers Web site for the *Pinky and the Brain* cartoon. We have a different sound for each quarter hour. It's a real tension reliever to all of a sudden have one of these sound files play. —David Oosterhouse

...And a Lame Idea

Have you ever wanted to disable extensions and leave the room, but you had to stay to hold down that darned Shift key? Well, I've discovered the perfect solution: Take a little piece of tape and tape down the Shift key. Or (my favorite): Take a calculator with a hard flip lid and open it. Then balance the calculator so that the lip that sticks out of the back slides under the Return key. It should stay there. I don't know if this saved me any time, but if you feel like running around your house looking for tape or trying to get a calculator to stick to your Return key, have fun. But hey, what's being a Mac addict all about? —Ryan Edwards

Why, Neither Do We

I have no idea what Chr4is Wang-freaking-Iverson (Jan/98, p8) is complaining about. —f3red Preller

Sorry, Pal

I was reading your magazine, and it got me thinking. My head hurts. I don't think often. Please tone down the content of your magazine so this doesn't happen again. —Erik Goble Jr.

Here's what large amounts of Coca-Cola and junk food plus a lack of sunlight do to a human being...I created six copies of Jared and had them all running at the same time. This woke up my dog, who howled in pain at the noise. He will no longer come into the family room. The other animals in the house seemed unaffected by the noise, except the cat, who unplugged my Mac, causing me to lose the last remaining working piece of my brain. So FOR THE LOVE OF GOD, PLEASE MAKE THEM STOP SINGING THAT STUPID SONG!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! —Christine "macgirl" Feine

Will you guys please stop complaining about the Chooser? Come on. Maybe it's because I'm a PC convert, but I've seen nothing better. You go into the Chooser, and bam! All your networks and printers are right there. Want to select some printer on the other side of town but on your network? It's two clicks away! Windoze 95 can't do it that easily. Want to connect to someone else's computer? Once again, it's two clicks away! And it's so easy to set up. The Chooser is a little slow, but otherwise it's great. Come on—stop complaining! —Eric Harvieux

Where Do You People Come From???

And a moof moof here and a moof moof there, here a moof, there a moof, everywhere a moof moof. Old McDonald had a DOGCOW.... —Martin Bogart Drake, but you can call me M.B., Marty, Martin, Drake, Bo, Bogart, or anything else

Hey, how about a song? (Sing to the tune of *George of the Jungle*): Nort, Nort, Nort of the Hard Drive, Nort, Nort, Nort of the Hard Drive, Scanning *A* to *Z*, Nort, Nort, Nort of the Hard Drive, Watch out for that (B-)Tree!! —Alan "Big Al" Cordova, two miles from Paul Allen's house, Mercer Island, Washington

Or Not

If I were a mad scientist and used my Mac to invent a way to make it rain, then called the process Mac-a-raina, would I be a Mac addict? If I painted my Mac a dark, rusty-red color, I would call it Mac-aroon. If I invented elbow rests on my Mac, I could call them Elbow Mac-aroni. —Dan Vines, Fort Smith, Arkansas

Oh Sure. We Believe It.

U gUyZ stInK. I cAn'T bEliEve hOw mUCh YOu suK!!! I'vE bOuGhT yOuR maGaZiNe sIncE tHe FirSt IsSUe aNd I JuSt rEaLiZeD iT wAs fOr yOu sTuPiD sMaRtEr (And OfTeN tImeS cUtEr) MaCintOsH peOple!!!!! UstInK. —BiLL gAtES

Quit making fun of me! —Bill Gates

No

What gives? A few months ago I tell you that my trusty Mac is named Gromit. Imagine my reaction when, in the Norton Utilities review (Dec/97, p64), the Mac you used is also named Gromit. And with virtually the same hard drive icon! Isn't there some sort of legal recourse I can turn to? Imagine my Performa's confusion when it's walking down the street and someone shouts, 'Gromit!' but means the OTHER Mac. I tell you, you can't trust anyone. Although, there is always the possibility that you guys broke into my house and tested Norton on my Mac...at least you coulda left the copy, no? —Wladimir Labeikovsky

He Makes Us Shout, Too

I've never been very religious, but when I saw Father Jobs on the cover of the

January issue, it made me shout from the nearest rooftop (or, rather, a second-floor bedroom), "Praise the Lord and pass the Power Mac!" —Jeff Branch

It Was All a Plot

So, I get a special thanks in the MacAddict Index (Jan/98, p24). Does this also mean that I get a free subscription? Subscription aside, if good old Mr. Gates was worth $37,640,823,082 in October 1997, and he had been required to pay $1 million per day from that date, the number of years that he could pay that fine (accounting for leap years) is actually 103.06 (103.057), not 103.05. The year 2100 isn't a leap year. <grin> I know I'm being picky, but as a Berkeley grad, the last thing I need is a bunch of Stanfurd (sic) people claiming that Cal grads can't do simple math.... —Tom Cheney

Groan

Last week I saw this advertisement: "Macintosh PowerBook 2400c is feather-light at just 4.4 lbs!" OK, now come on. If there is a bird out there with a 4.4-pound feather, I'm going to eat my Zip drive. Maybe this is false advertisement. Maybe that really is considered "feather-light." Maybe I'd better just shut my mouth and do something with my life other than pick on misleading advertisements. —John Scott

I recently purchased a 233MHz G3 Power Macintosh. The mail-order staff couldn't say enough about it! "Oh yeah! It SMOKES!" they all assured me. Needless to say, I was grinning from ear to ear when my baby arrived in the mail, only to open the box, and stare in utter amazement: Imagine my surprise to see my new Power Mac chain-smoking a pack of DuMaurier Lights! Sure, her case is a little yellow now. She even coughs up a disk or two from time to time. And her life expectancy has been cut by at least 10 years. But I love her just the same. Looking back, things could have been a lot worse. I could have bought one of those new machines that *MacAddict* raved "KICKS A**." —Matthew Phillips

Awww

What in the world is System Error 11, and why is it picking on me? —Darrin McCowan, Bloomington, Illinois

Neither. Just Lucky.

Whoa! Two months ago, I said to myself as I was going outside to get the mail, "It would be cool if I got *MacAddict* today." And when I opened up the mailbox, there it was. Last month, I said the same thing to myself, and it happened again. This month (can you believe it), it came as soon as I said, "It's coming today." Am I psychic or just an addict connected via a mental link to the magazine? —Eric Rojas, South Pasadena, California

Dang It

In the February issue (p82), Buz Zoller says that "one glaring omission occurs in the contextual menu for the Trash. Why isn't there an option for Empty Trash when you Control-click on the Trash icon?" Now here's the thing—there *is* an Empty Trash contextual menu item! It only appears when there's *something in the trash!* —Kyle Smith

I was looking through your December '97 issue, and it had cheat codes for many popular games (p58). I noticed that the cheat that gives you cash in SimCity2000 was "Pirntopsguzzardo" and that it also worked if you typed "Topsguzzardo". This is not correct. The actual code is "Porntipsguzzardo" and if you want more, just type "ardo" as much as you like after that. —James Evins

We Were, Uh, Wrong

In the January issue (p60), we rated the TechWorks Power3D card as Spiffy, mainly due to its inelegant handling of mixing 3D objects in 2D applications. When asked to draw a 3D RAVE object in a nongame application, the card would take over the screen, rendering the object beautifully but rendering you helpless to return to 2D mode. To work around this, you had to reboot with a different extension set. TechWorks now has an extension available (the "3Dfx_2D3D_Swap"), at http://www1.techworks.com/products/power3d/support3d.html, which allows you to press Control-9 to get back to the 2D environment. As we said before, TechWorks' Power3D is the only choice for gamers, and this extension raises our rating of the card to Freakin' Awesome.

We goofed again in the January issue in the article "Then Utilities" (p22), when we said that "Casady & Greene's Conflict Catcher doesn't quite do what Now Startup Manager did." In fact, Conflict Catcher lets you set custom startup extension sets and even has other great features above and beyond Now Startup Manager, such as letting you identify extensions as their icons display onscreen during startup.

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the disc

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CONFIG

Highlighting another aspect of our fabulous multimedia interface: It's the Config dialog! This handy window features every widget you'll need to configure our program to your needs. You can easily switch soundtracks—or mute the audio altogether—as well as choose a Web browser in which we'll display software pages. Do it once and you won't need to again—we store preferences in your System Folder.

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The Easiest Way to Buy Software

This Month's Inventory

Battle-Girl	Game	$34.95
CameraMan 3.0 NEW!	Utility/Graphics	$69.95
Cap'n Midnight VCR+ 1.0	Utility	$37.00
Duke It Out in D.C.	Game	$19.99
FlashBack 1.0	Utility	$29.95
GearBox 1.5 NEW!	Internet	$44.95
Graphic Converter 3.0.2 NEW!	Graphics	$35.00
Quake NEW!	Game	$46.00
ScrapDiary 1.0 NEW!	Productivity	$20.00
ShrinkWrap 3.0	Utility	$30.00
Square One 4.0	Utility	$39.95
TCalc 1.0	Video editing	$27.00
Web Archer 1.01	Internet	$29.95

Despite Wade losing an *entire* week of production to the loss of a Jaz drive—a drive which IS had *allegedly* sent back to Iomega—and then another *entire* week for winter holidays, our feisty CD-ROM editor was still able to gather some pretty sweet programs for your enjoyment. For instance, exclusively on the *MacAddict* disc is a demo of The Forgotten (see page 13). Or you can buy Quake through the Try Before You Buy software store. And don't miss the outtakes from last month's *It's a Wonderful Mac* movie masterpiece! —*KT*

GETTING STARTED

1. **Pop The Disc into your CD-ROM drive.**
2. **Double-click the *MacAddict* Tour icon for PowerPC or 68K Macintosh.**
3. **Have fun!**

REQUIREMENTS

Any Mac can access the shareware, demos, and System software from the Finder. Accessing the full CD-ROM interface requires 12MB of real RAM with System 7.1 or earlier, or 16MB of real RAM with System 7.5 or later.

GETTING HELP: Problems with The Disc? Go to http://support.imagine-inc.com.

OUR DISC SPONSORS

To find immediate information from our sponsors, go to the Index (Option-click any help screen). Or you can wait until you see a message from them in the lower right-hand corner of the main screen. Clicking on the message causes a TV screen to slide down from the top of the page, showcasing more information. You also can access sponsor information from the main window in the Finder.

Aspyr Media—Carmageddon

888-212-7787
http://www.aspyr.com
Pit your wits and wheels against 25 maniac drivers each featuring accurate driving physics and realistic collision damage, or multiplayer mode. Thirty-six fully navigable stomach-churning race circuits and five different race environments feature complete freedom of movement in your quest to become Prince of the Pileup. Waste contestants, pedestrians, and farmyard animals for credits... Exchange credits for damage repair or cool features...Crash, crumple, burn, skid, and jump in glorious 3D...Pedestrians=Points.

Bungie—Myth

800-295-0060
http://www.bungie.com
Myth is a tactical-level game of epic battle set in a fantasy world. A multimetric game, Myth gives gamers unprecedented freedom to view the terrain and their forces, orbiting around their heads or zooming in for a close-up. Mastery of formations and disciplined movement of armies is critical to success. Myth features cross-platform networking, while Bungie's MetaServer system makes Internet play simple. Myth includes maps designed for networking and alternate networking scenarios such as the split-second action of Steal the Bacon and the brutal melee of Last Man on the Hill.

EarthLink—TotalAccess

800-395-8425
http://www.earthlink.net
TotalAccess is EarthLink's complete software and Internet connection package. It includes Netscape Navigator, award-winning Internet access software, and everything needed to register for complete Internet access in fewer than five minutes. After the $25 setup fee, unlimited access is provided for $19.95 per month. 'Round-the-clock tech support is provided via an 800 number.

Europa Software—Web Quick

http://www.europasoftware.com
Frustrated by Bookmarks? Web Quick tracks every page you visit and automatically organizes them by site. It lets you create custom topics—and keeps them all at your fingertips with handy pop-up menus. Web Quick even converts existing Bookmarks. No wonder *MacWEEK* called it "the first Web utility that is essential"!

MacSoft— Deadlock

800-229-2714
http://www.wizworks.com/macsoft
Only one race will survive. Time is short. Seven alien races struggle to build their empires, but only one will dominate. In Deadlock, every decision you make determines the ultimate fate of your people, your empire, and your survival. This is the incredible strategy game of interplanetary conquest.

Newer Technology

316-943-0222
http://www.newertech.com
SpellTools Software v1.3.2
SpellTools has to be the industry's most useful set of text tools and spell checker. Add functionality to nearly every program you use. Use one editable dictionary for nearly every program, hear what you type, use the rubber stamp to quickly place often-used text, and say bye-bye to scrambled email!

Gauge Series
These gauges test and diagnose your Macintosh computer. Clockometer—CPU type and the exact speed. Cache-22—Amount of L1 and L2 cache is in your PowerPC. RAMometer—Tests the memory in your Mac. SCSI Info—Information about every SCSI device connected internally, or externally, to your Mac. Slot Info—Information about all cards plugged into your Mac.

STAZ Software—Classroom Publisher

800-348-2623
http://www.stazsoftware.com
Classroom Publisher is a desktop publishing program designed with schools, teachers, and students in mind. It allows anyone to quickly and easily create calendars, clip art, greeting cards, and all kinds of reports, banners, and stationery without even picking up a manual! It was written in the world's fastest Basic compiler—FutureBASIC, also sold by STAZ Software. See the Our Sponsors section on The Disc for more information.

TechWorks—Power3D and PowerCPU

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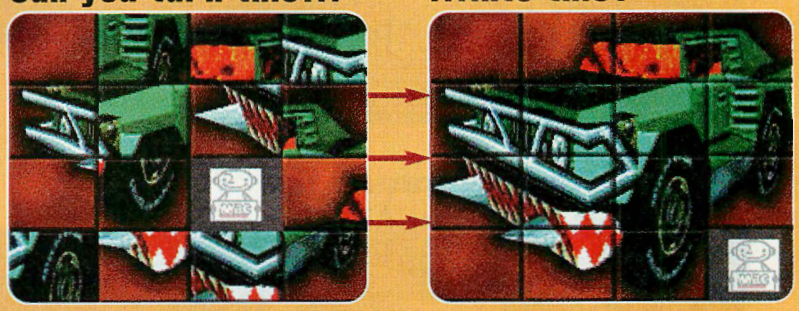
Upgrade your PowerPC to a Power Arcade! The Power3D card is dedicated to bringing you the best performance available for Mac OS 3D games. Most 3D computer graphics solutions try to be all things to all people. No compromises here. The Power3D was designed for one thing only, and that is great games! This is truly the most awesome gaming card available on the Mac! The Power3D does not replace your 2D graphics, it works with your existing graphics card to provide you the absolute in 3D performance. Install the Power3D in your PowerPC (requires one available PCI slot in your system) and use the provided pass-through cable to turn your PowerPC into a Power Arcade system!

CONTEST

Win!Win!Win!Win!Win!Win!

Get your very own CARMAGEDDON! To get to the contest, open the index window, and click on *contest.* When you solve the puzzle, the CD-ROM will give you a code. Enter this code at the Web site for your chance to win Aspyr Media's Carmageddon. (And even if you don't win, you can play the demo on The Disc!)

Can you turn this... **...into this?**



BENCHMARK TWISTS

On The Disc, in the From MacAddict folder, is a folder called Photoshop Speed Test, which accompanies our review of Apple's G3 Power Macintoshes (page 54). In this folder are the Norton Utilities benchmarks, plus the Photoshop 4.0 action file and the TIFF upon which we performed the action (yes, it's a TIFF of da man himself, Steve Jobs) used in our tests. The Read Me file encourages you to open the files from the CD-ROM. It's fine to do this, but be sure that Photoshop has enough scratch disk space. (The file is 14.8MB.)

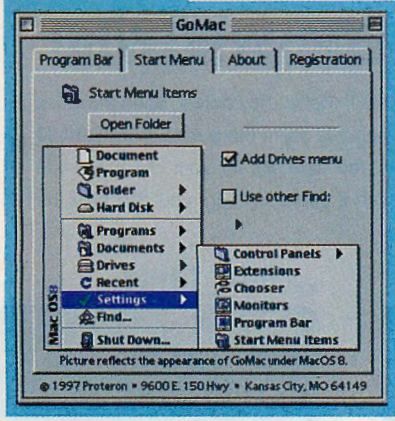
GAME DEMO
The Forgotten

You are an amnesiac who has just woken up in New Orleans, pursued by something inhuman. After finding a mysterious letter from someone named Richard, you run into the darkened streets in search of who you are and where *they* are. This Myst-like mystery whets your appetite for more as you discover an occultist's shop reminiscent of Marie Laveau complete with mysterious altars, clocks running backward, and secret passageways. Spooky! —*JG*

MacAddict19:Software:Commercial Demos:The Forgotten™-Demo

the disc

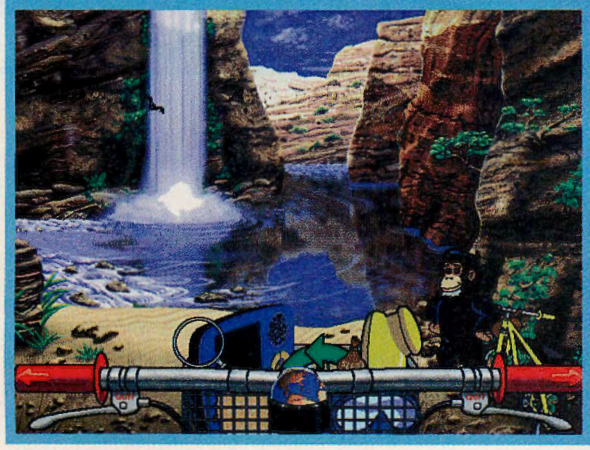
UTILITY
GoMac



If you want a Windows-style Program Bar, Start Menu, and Keyboard Switcher, here's what you're looking for. Now you can access any program, drive, file, or document from the Start Menu on the Program Bar at the bottom of your screen. The Program Bar also displays all your open applications with a handy clock and a pop-up calendar. The Keyboard Switcher allows you to see, in a single dialog box, all the applications that you have open . —*JG*

MacAddict:Software:User Interface:GoMac 1.4.4

KIDZ STUFF
Jubilee's Journey



Take a tour of the places you can ride in the full version of Jubilee's Journey. Also in the demo are limited versions of the games included in the title. Particularly compelling is a jigsaw puzzle that becomes a QuickTime movie as you fill in the pieces. This Jubilee's Journey definitely presents the environmentalist's point of view (being associated with the Jane Goodall Institute), so the more conservative readers may want to just say no. —*KT*

MacAddict:Software:Commercial Demos:JJ Demo

GORY GAME
Carmageddon

Vroom Vroom! Splat Splat! Wheel around a big city gathering points by hitting pedestrians. Extra points for style or hitting multiple peds at a time. Parents, this is a particularly violent game (with sick and twisted humor). Note: There is no installer for Carmageddon, but do not run the game from the CD. It doesn't work. Instead, copy it to your hard disk.

MacAddict:Sponsor Demos:Aspyr Media:Carmageddon Demo

DA WINNER!

Terrone Carpenter won December's contest. Terrone will be the proud owner of one *MacAddict*'s few remaining sealed copies of issue number one. Bidders anyone? (And no, the other five are not available.)

FUN AND GAMES

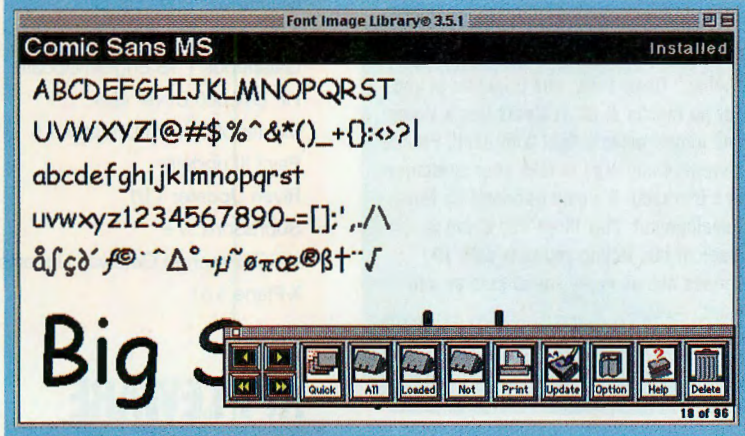
Avalon 2029
Bubblomania 1.5
Burning Monkey Solitaire 1.0
Cobra Gunship 1.2
CrossCards 1.0
FreeVerse Toys

APPLE SOFTWARE

Apple CD-ROM 5.4.img
AppleShare Client ZM-3.7.2.img
CFM-68K 4.0.img
Disk Copy 6.1.3
Drive Setup 1.3.1.img
G3 Ethernet 2.0.1.img
Hypercard
MRJ 2
Open Transport 1.1.2
PCI Timing Update 1.0.img
PlainTalk 1.4.1
QuickDraw 3D 1.5.3
SCSI Manager Update 1.2.img

FONT CATALOG SOFTWARE

Font Image Library

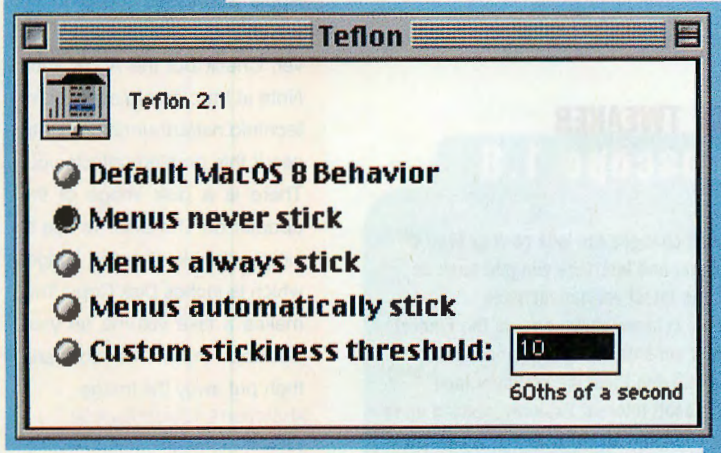


Never again will some poor drudge (you) have to type, "The quick brown fox jumped over the lazy dog" 10 million times to preview each font for your desktop publishing project. This handy piece of software does the entire job for you and even prints samples of each one in a list that you can keep handy while you work. —*JG*

MacAddict19:Software: Graphic & Sound:Font Image Library 3.5.1

OS 8 UTILITY

Teflon



The latest incarnation of Teflon allows major micromanagement that would make even the most compulsive mousers happy, by allowing you to control the stickiness of your pull-down menus. Choices include returning to the old-fashioned nonstick of System7.x and earlier, as well as "Always stick" or "Menus automatically stick." Great for those with RSI. —*JG*

MacAddict19:Software:User Interface:Teflon 2.1

BIZARRE TOY

Jared Choir

Jared is back—WITH FRIENDS! Simply choose the command Sing, Jared, Sing! from the File menu to hear four Jareds singing slightly out of synch. When you can't stand it anymore, just choose Stop, Jared, Stop! You also can customize the number of Jareds—from four to 10—and choose whether the yellow heads are siblings, wannabes, or wackos. —*JG*

MacAddict19:Software:Fun & Games:FreeVerse Toys:Jared Choir

MORE UTILITIES

CopyPaste 4.0.5
Dialog View 2.3
DoubleScroll 2.2
GoMac 1.4.4
ImageUtilities CMM
MovieUtilities CMM
PrintChoice 1.4
Smart Scroll 3.1

GRAPHICS AND SOUND

A Smaller GIF 1.07
Agent Audio 1.2
AhiTek 1.5.3
AhiTek Gold 1.6
AhiTek SVR
AhiTek Tidbits 2.0
Clixsounds
DSP Screen Collection V6
Folder Icon Cleaner 2.0.2
Folder Icon Maker 1.5
Font Image Library 3.5.1
FontBook 3.1
Gif•glf•giF 1.23
GrafEq 2.03
Itsagif 0.95
MacGhostScript 5.10
Mike's PowerMac Icons v98
SoundExtractor 1.31
zeds Simple Collection 2.05

the disc

SOUND UTILITY DEMO

Kaboom!

Press Return, and your computer says "boing." Open a file, and it laughs at you. For no reason at all, it bleats like a sheep and noisily picks a fight with itself. Please disregard any urge to take your computer to a therapist. It's only Kaboom! by Nova Development. This three-day demo is loads of fun, letting you play with 10 sounds and as many sound sets as you want. *—JG*

MacAddict19:Software:Commercial Demos:Kaboom! 3.0

WEB BROWSER

Microsoft Internet Explorer 4.0

Explorer gets better with every iteration. New features include a nifty tab bar running along the left side of a browser window. Roll your mouse over a tab, and a listing of favorites or history (that doesn't get erased when you quit) pops up. We do wish that Microsoft would add Back and Forward to the contextual menu pop-up, and that the default in that menu would open the link instead of opening a help page. The jury's still out on whether Explorer 4 crashes less than Netscape Navigator 4, but early testing gives Explorer the edge on stability. Oh yeah, don't forget to sign up for *MacAddict's* Active Channel at http://www.macaddict.com/splash.html.

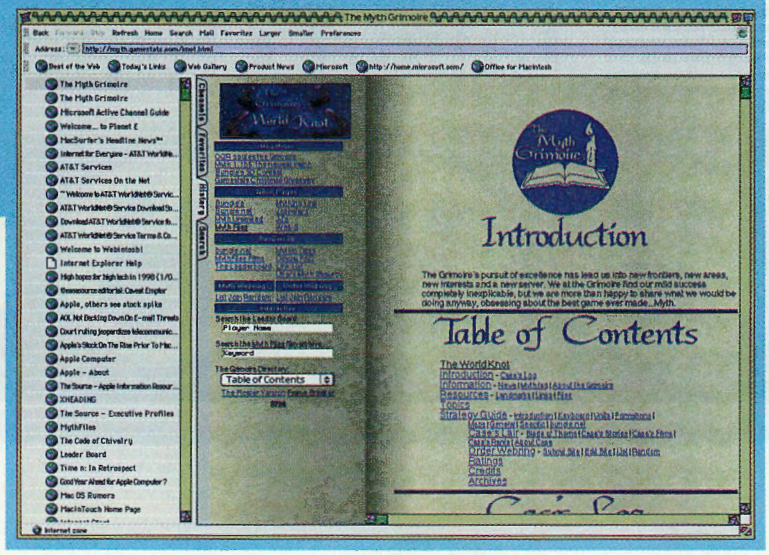
MacAddict19:Software:Microsoft:IE 4.0 Full PPC installer

INTERFACE TWEAKER

Kaleidoscope 1.8

Kaleidoscope changes the look of your Mac's windows, menus, and interface widgets such as checkboxes. The latest version includes AppleScriptable scheme changing (via the Finder) and a System 7 scheme that works under Mac OS 8, in case you don't like the platinum look. Check out Microsoft Internet Explorer gussied up in Patricia Lillie's Lounge Lizard scheme, which we found on the Kaleidoscope Scheme Archive, available for purchase at https://ssl4.pair.com/sitelink/order/SiteLinkOrderForm.phtml! *—KT*

MacAddict19:Software:User Interface:Kaleidoscope 1.8



UPDATERS

ClarisDraw 1.0v4 Updater
Fallout Updater 1.1
Galapagos 1.1B English Updater
HP DW 600 Driver v9.4
Master of Orion II Updates 1.5
Paint It!.updater
Riven Updater 1.01
SupraSonic V+
VICOM Internet Gateway Updates
X-Plane 3.61

APPLEWARE

For those experiencing problems connecting a Power Macintosh G3 to an auto-sensing Ethernet hub, Apple addressed the problem with the G3 Ethernet 2.0.1 driver. Check out the Apple Tech Note at http://til.info.apple.com/techinfo.nsf/artnum/n22119 to see if this problem affects you. There is a disk image of the updater on The Disc. To use it, simply double-click the image, which launches Disk Copy. This makes a fake volume on your desktop. Install the software, then put away the image.

MacAddict19:Software:Apple:G3 Ethernet 2.0.1.img

FEBRUARY/MARCH

By Mark Simmons

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
16 We have Presidents Day off. Ha ha! (Don't forget your special valentine on the 14th. Give your Mac a kiss and celebrate that Macintosh **love**.)	**17** Well, we're back, and what better way to get reacquainted than with another of our trademark **Web Exclusives?**	**18** We've said our piece, now it's your turn. We empty the ***MacAddict* Mailbag** to see what readers are saying this week.	**19** In 1986, the shiny, new space station **Mir** was launched into orbit. Our venerable Shareware Pick of the Week stands the test of time a bit better.	**20** We're all about **touchy-feely** this week. Let's get closer with another *MacAddict* poll.
23 Our theme for this week? Violent **insurrection**. We'll kick off with a Site of the Week that pulls no punches.	**24** Not only is it Mexican Independence Day, but the **Russian Revolution** kicked off today in 1917. We'll showcase appropriate propaganda in our Reader Art Gallery.	**25** *Viva la revolución!* Share your revolutionary ideas for pro-Mac action in the ***MacAddict* Mailbag**.	**26** On this day in 1848, Karl Marx and Friedrich Engels published the *Communist Manifesto.* Today, we publish our **Shareware Pick of the Week.** Coincidence? We think not!	**27** **Smash the system!** Read our latest Web Exclusive and break the chains of oppression!
2 Our Site of the Week honors **Lou Reed's** birthday (1944) with a Walk on the Wild Site.	**3** One year after Apple **killed** QuickDraw GX printing, we send our May issue to the old-fashioned kind of printing press. Sneak preview, anyone?	**4** On this day in 1933, FDR told us that we **have nothing to fear but fear itself.** So we expect no sniveling in this week's *MacAddict* Mailbag.	**5** We're between paydays, so our pockets are feeling a **little empty.** Join us in miserdom as we select a Freeware Pick of the Week.	**6** How better to commemorate **Michelangelo's birth** (1475) than with another Reader Art Gallery installation? Bring your own wine and cheese.
9 In the spirit of internationalism, we survey the Web sites of Apple's **dozens of overseas** branches and choose our favorite Worldwide Apple Site of the Week. *De nada.*	**10** Break out the **whips and chains**, it's time to extract another Web Exclusive from our wary staff. Don't make us bring out the thumbscrews, people.	**11** Happy birthday to droll AppleMaster **Douglas Adams** (1952). Let's see how funny *you* can be in this week's *MacAddict* Mailbag.	**12** We tried it, we buyed it: This week, a **Shareware Pick of the Week** we liked so much we paid for it. Now *that's* the sincerest form of flattery.	**13** Tomorrow's the anniversary of both the Power Mac's 1994 launch and 1997's **bloody technology cuts.** Plus, tonight's a full moon. Who knows what may result from this eerie convergence?

As feature-packed as this Web Calendar may be,
it's just part of the good nutritious diet of news, info, and weird amusement that awaits you each day at...
http://www.macaddict.com.

get info

More Microsoft bashing; Mac OS 8 tips; win CodeWarrior; the MacAddict Index

The Great OS 8 Update

"Bride of Buster" blushes beautiful with bevy of updates

FIND MORE INFO about Apple's System software at http://macos.apple.com (or use shortcut macos from apple.com).

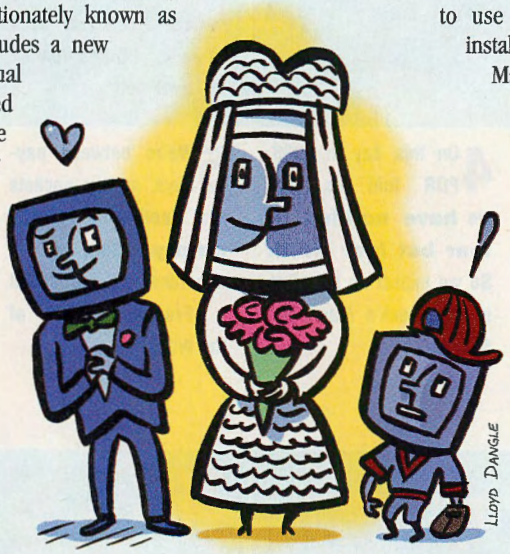
No question about it: Mac OS 8 kicked some serious butt last year. But that wasn't enough for the good engineers at Apple. Those folks have labored long to give us a treat that should tide us Mac addicts over until Allegro's release this summer. The fruit of their labor? Mac OS 8.1. Don't let the ".1" fool you; this is more than just a bug fix. Mac OS 8.1, affectionately known as "Bride of Buster," includes a new drive format, better virtual memory, and improved Java. Best of all, the update can be had for free—for those who already own Mac OS 8, that is.

Sequoia Stands Tall

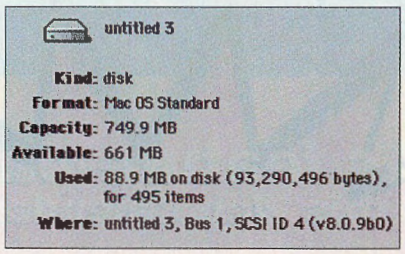
The most noticeable difference in Mac OS 8.1 is Mac HFS+. If you have lots of files on a fairly large hard drive (say 1GB or larger), Apple figures that, by switching over to HFS+, you will be able to reclaim up to 20 percent of the space on your hard drive. Although HFS+ does some other nifty things that most Mac folks won't use (such as put more than 2 billion files on a single volume or have a single 2,000GB file), it also includes Unicode as its text standard. That doesn't mean much right now, but it paves the way for longer file names and better support for languages other than English.

The downside to HFS+? First, it's understood by only Mac OS 8.1 or later. If an HFS+ volume is used with Mac OS 8.0, all that will be visible is a tiny partition with a Read Me file entitled "What happened to my files...?" Second, HFS+ will break some third-party disk utilities, but those are in the process of being updated, so expect them to work with HFS+ soon. Third, 68K-based Macs can't use an HFS+ drive as a startup drive or as virtual memory storage. It looks as though this may be the last hurrah for the 68K and new versions of the Mac OS.

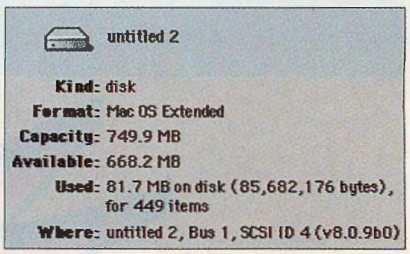
It's not necessary to use HFS+ to install and use Mac OS 8.1, which is a good thing.



To make the switch, you'll have to reformat your drive, which can be a big pain. If you have a Power Mac with a hard drive larger than 1GB, it might be a good idea to make the switch to HFS+. If you're still using a 68K-based Mac, stick with HFS.



UNDER HFS, even Macintoshes with small hard drives typically have lots of space that is wasted.



WITH HFS+ (there's a new Format: entry that reads Mac OS Extended), a nearly identical disk has nearly 10 extra megabytes of free space.

Mac OS 8.1 in a Nutshell

- HFS+ file system
- Universal Disk Format
- Open Transport 1.3
- Bug fixes
- Microsoft Internet Explorer as default browser
- Mac OS Runtime for Java 2.0
- Speed improvements
- LaserWriter 8.5.1
- PC Exchange 2.2
- Apple Location Manager 2.0
- New sound driver architecture
- Increase of approximately 1MB in memory footprint

Faster, Stronger

Mac OS 8.1 includes the usual passel of bug fixes and performance improvements. Virtual memory has been improved yet again (bravo, VM folks!). With virtual memory on, applications will launch and relaunch faster, sometimes saving several seconds in launch time if you launch an application a second time shortly after having quit it. Mac OS 8.1 also has an improved disk cache and a new math library, both of which should add some oomph to your Mac.

It's not all about speed, though. Apple says it made more than 200 improvements to the Finder and the Appearance Manager. The flashing question mark issue (certain Macs, such as Apple's Performa 5400 and 6400 series and Power Computing's PowerBase series, were plagued with a mysterious flashing question mark when restarting) is completely resolved. The affected Macs will start properly under Mac OS 8.1. The Finder's copying speed and multiple file system mounting also are improved.

New Pieces

Mac OS 8.1 introduces several new Apple software components. Mac OS Runtime for Java (MRJ) 2.0 brings the Mac OS up to Java parity. MRJ 2.0 is 100 percent pure Java, and it brings JDK 1.1.3 support to the Macintosh. Mac OS 8.1 also includes a 68K Just-In-Time compiler to really speed things up for 68K Java heads.

Java isn't the only piece of Apple software to get a digital face lift in Mac OS 8.1. Open Transport has been bumped to version 1.3. This revision to Apple's networking layer includes better performance and single-link multihoming. Also on the update list is Location Manager 2.0, QuickDraw 3D 1.5.3, PC Exchange 2.2, and a new sound driver architecture.

Finally, Mac OS 8.1 is the first Macintosh operating system to include Microsoft Internet Explorer as the default browser, as was foretold at Macworld Boston last August. This matters only in a clean install done from the Mac OS 8.1 CD-ROM or on new Macintosh systems. If a user upgrades from Mac OS 8.0 or uses the downloadable Mac OS 8.1 updater, the user's browser is not changed.

How to Get It

Mac OS 8.1 is available in a few different forms. Those who already own Mac OS 8 and want Mac OS 8.1 can download the update from the Web for free, or they can order the update on CD-ROM from Apple for only $19.95 (to cover shipping). Those who want the whole 8.1 enchilada and don't already own Mac OS 8 can buy Mac OS 8.1 for the regular retail price of $99. Look for the Mac OS 8.1 updater on The Disc soon.

Anyone who can use Mac OS 8 should upgrade to Mac OS 8.1. The upgraded components and all the bug fixes are worth the price (nothing). Those who own Power Macs and have a hard drive larger than 1GB should also take advantage of HFS+. If you have a 68K Mac, though, the HFS+ drive format isn't going to do you much good. —*DR*

Mac OS 8 Still Great

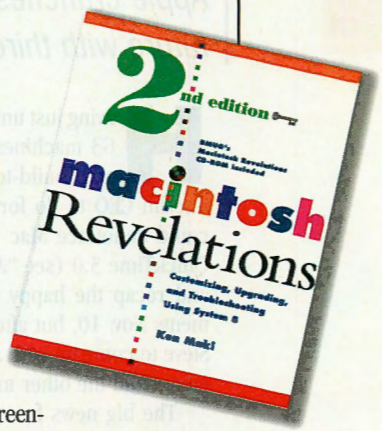
Read all about it in three new books

get info

How do you tell if a technology is worth anything? By the amount of shelf space devoted to it in bookstores, of course. The Mac OS 8 section has been pretty bare for the past few months but is beginning to get populated by offerings from some well-known Mac experts. We look at three new Mac OS 8 books now and promise more as they come to us. —*KT*

Macintosh Revelations, 2nd Edition

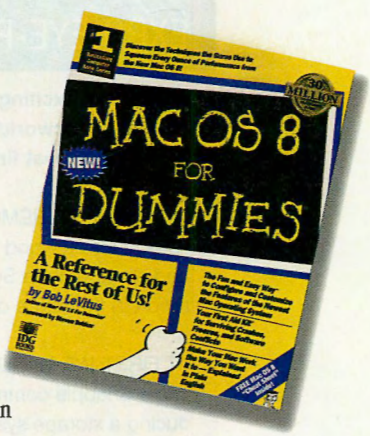
AUTHOR: Ken Maki
PUBLISHER: Wiley Computer Publishing
CONTACT: http://www.wiley.com/compbooks
ISBN: 0-471-19563-4
PRICE: $44.99



You get what you pay for, and that's certainly the case with the second edition of *Macintosh Revelations,* which explains how the Mac works, from hardware to software, in clear language. More technical information is offered for those who want it, down to explaining even what memory registers are. Screenshots have been upgraded with the Mac OS appearance; they add to the text rather than confuse it. Maki goes beyond introductory material to give a thorough explanation of AppleScript. The accompanying CD-ROM produced by BMUG, the Berkeley Macintosh Users Group, might not have the latest versions, but it has almost every kind of shareware imaginable. *Macintosh Revelations* is a book that will teach even experts a trick or two.

Mac OS 8 for Dummies

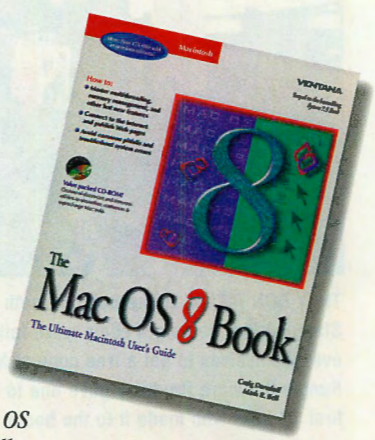
AUTHOR: Bob LeVitus
PUBLISHER: IDG Books
CONTACT: 800-762-2974 or 317-596-5546 (in Canada, 800-667-1115 or 416-293-8464), http://www.dummies.com
ISBN: 0-7645-0271-9
PRICE: $19.99



Buy this book for the newbie on your block. In clear, noncondescending language, LeVitus guides the new user through the features of Mac OS 8. His troubleshooting section is worthwhile for all users, but the tone is definitely for those unfamiliar with the Mac. LeVitus makes you grin when others make you grimace.

The Mac OS 8 Book

AUTHORS: Craig Danuloff and Mark R. Bell
PUBLISHER: Ventana Communications Group
CONTACT: 800-332-7450 or 919-544-0404, http://www.vmedia.com
ISBN: 1-56604-688-2
PRICE: $34.99



A bit pricier than the *Dummies* title, *The Mac OS 8 Book* includes a CD-ROM, is about a hundred pages longer, and has somewhat more advanced information. Unfortunately, the book is poorly organized, with screenshots in weird places. For instance, a Find File dialog window is placed in the middle of a discussion of new Finder menus. *The Mac OS 8 Book* presents a lot of information but doesn't present it well.

get info

Steve Sez: Think Profit

Apple crunches a profit and takes a shine to a healthy future with third-party developers

Having just unveiled a triple-threat combo of speedy G3 machines last November, online direct sales, and build-to-order manufacturing, what's a poor interim CEO to do for a Macworld Expo keynote? Oh, sure, you could announce Mac OS 8.1, provide a drool-inducing demo of QuickTime 3.0 (see "A Grand Day Out for QuickTime 3.0," p21), and recap the happy developments that followed the announcements Nov. 10, but after that, the well starts to run dry. Leave it to Steve to come up with a couple of tricks—one unexpectedly heartening, and the other more subtle but no less significant.

The big news from Steve Jobs' Expo keynote was Apple's surprise first-quarter profit. Frantically number-crunching through the night, the company's accountants determined that Apple actually broke even in its last quarter, eking out a $45 million profit on revenue of $1.575 billion. While Apple's income is still dwindling both year to year and quarter to quarter, it appears that the famous penny-pinching of the Jobs Regime is actually working, trimming enough from Apple's expenses that it can get back in black even at this low revenue ebb.

Looking ahead, cautious optimism may be in order. Jobs reported stronger-than-expected sales of Apple's G3 product line, with 133,000 sold in the first 50 days of availability—well above the company's estimate of 80,000. The early results from its online store and from the CompUSA store-within-a-store boutiques also are promising: The latter have boosted the Mac from a meager 3 percent to a robust 14 percent of unit sales in the stores that have undergone the Apple-friendly makeover.

A more subtle message of the Expo keynote was its heavy emphasis on third-party developers. Jobs wrapped up the Apple-focused portion of the event in a brisk 35 minutes, then turned the stage over to a parade of cutting-edge products for the remaining 45. Keynote attendees salivated en masse over Microsoft Office 98, Macromedia's Dreamweaver, and Red Orb Entertainment's Riven: The Sequel to Myst, and feigned polite interest in Oracle's suite of client-server business tools. Not only were the demos compelling and the demonstrators enthusiastic, but the product selection itself sent a message: Whether the arena is business, games, or cutting-edge Internet authoring, the Mac is hanging in there with the best of 'em.

Wrapping up the proceedings with a video montage of nifty Mac products and third-party developer testimonials (even Bill Gates showed up, clutching a Microsoft Office 98 box), Jobs reminded the audience to check out the 50-plus new products being debuted at the show, then stepped back onstage at the last minute to deliver his profitability bombshell.

For a presentation largely devoid of technological flash and juicy Apple announcements, Jobs' second Macworld keynote still said plenty about the future of the Mac platform: Apple is running itself like a business, selling great machines, and maybe even making some money, but the great products that run on those machines are the stars of the show. —*MS*

EXPO EYE-POPPERS!

It's always exciting to see what turns heads at Macworld Expo. These products made great first impressions:

THE ORB IS A REMOVABLE STORAGE SYSTEM from the folks at Castlewood Systems. The system is faster, smaller, and cheaper than Syquest Technology's Jaz system. We'll report in the future on its reliability.

AT FIRST, WE THOUGHT WE HAD BEEN TRANSPORTED into a Snapple commercial. No, it was just Iomega introducing a storage system for digital cameras. The Clik was accompanied by hand-held poppers, making Iomega paraphernalia not only a visual but an audio distraction.

THEY DON'T CALL IT the Bungie Booth Stampede for nothing. People were falling over themselves to get a free copy of Myth. Bungie Software Products gave one to the first 10 folks who made it to the booth opening day.

WEBCHARGER FROM EMBLAZE makes your Web graphics really, really small. We're not exactly sure *how,* though.

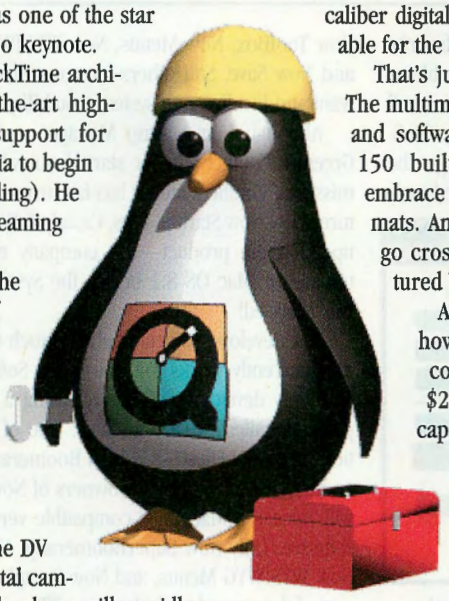
AND INTO THE HEART OF THE SAN FRANCISCO house scene, ATI Technologies brought in a club kid to rave about the company's RAVE cards. Get down, get funky.

A Grand Day Out for QuickTime 3.0

Apple core technology goes state of the art

Along with Apple's surprise profit and the public debut of Microsoft Office 98, QuickTime 3.0 was one of the star attractions of this year's Macworld Expo keynote.

In an extensive show and tell, senior QuickTime architect Peter Hoddie demonstrated its state-of-the-art high-quality compression technology and its support for streaming audio and video (which allows media to begin playing while still in the process of downloading). He also noted that QuickTime 3.0 provides this streaming feature without requiring a special server.



In many cases, Apple has reached beyond the confines of the Cupertino campus in search of QuickTime technology. New in QuickTime 3.0 are music compression by QDesign, PureVoice voice compression by Qualcomm, and a fabulous new video compression technology jointly developed by Apple and Sorenson Vision that promises to do away with the venerable Cinepak compression.

Apple is also throwing its weight behind the DV video format used by Sony's top-of-the-line digital camcorders, with the expectation that the technology will rapidly become inexpensive and ubiquitous. Thus, QuickTime 3.0 provides a complete food chain of image quality from professional-caliber digital video down to low-bandwidth video suitable for the slowest modem connection.

That's just the tip of the QuickTime 3.0 iceberg. The multimedia software also will support hardware- and software-based visual effects, with more than 150 built-in effects and transitions, and will embrace a host of new and upcoming media formats. And, at long last, QuickTime authoring will go cross-platform with the release of a fully featured Windows version.

All this power won't come without a price, however. In order to recoup the development costs for QuickTime, Apple plans to charge $29.99 for the "pro" version with authoring capabilities; the playback-only version will remain free. As of this writing, the release date for QuickTime 3.0 isn't set, but a public beta incorporating the QDesign, Qualcomm, and Apple-Sorenson compression technology is available from http://www.apple.com/quicktime/preview. —*MS*

get info

MORE INFO ABOUT QUICKTIME 3.0 can be found on Apple's Web site at http://www.apple.com/quicktime.

Expo Gems

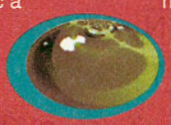
Twice a year, we get bright, shiny new baubles to play with

It's that time of year again. No, the holidays are long gone—it's time for you to spend money on yourself now! And there's no better time to do it than after a Macworld Expo, when everybody has spiffy, exciting Mac wares.

Surf Express

Connectix has hacked up another utility that cleans up after other companies' bad bloat. Browser vendors spent the last four years adding feature after feature, instead of making the underlying technology work better. Currently, your browser stores every graphic and text file it downloads into separate files, wasting tons of space. Cache cleanup is pretty lame, too: It removes the oldest files first—the ones you probably go to most. Surf Express promises to make your Web browsing faster by using an intelligent cache. It stores information in a flat file database, giving the Mac a break by using one file instead of thousands, thereby taking up less space on the hard drive. That database also remembers where you go most. Surf Express can speed 28.8Kbps modems to anywhere from three to 36 times your regular surfing rate. Surf Express is available for both 68040- and PowerPC-based Macintoshes for a street price of $34.95, and it works with Netscape Navigator and Microsoft Internet Explorer versions 3.0 and later. Contact Connectix at 800-950-5880 or 650-571-5100, or go to http://www.connectix.com.

MAXpowr G3 for the Power Mac 6100/7100/8100



Apple never intended for you to be able to upgrade the original Power Macintoshes. They were machines rushed to get out the door to take advantage of the PowerPC chip. Now members from the original team (who had left Apple to work for Power Computing) have figured out a way to breathe new life into the more than 2.2 million Macs manufactured in that line. The MAXpowr G3 upgrade card comes in two flavors: one at 210MHz for $499 and one at 240MHz for $699. That's right, kids; for well under a thousand dollars, you, too, can experience the joy—no, raw speed—of the third-generation PowerPC chip! Contact Newer Technology at 800-678-3726 or 316-943-0222, or go to http://www.newertech.com.

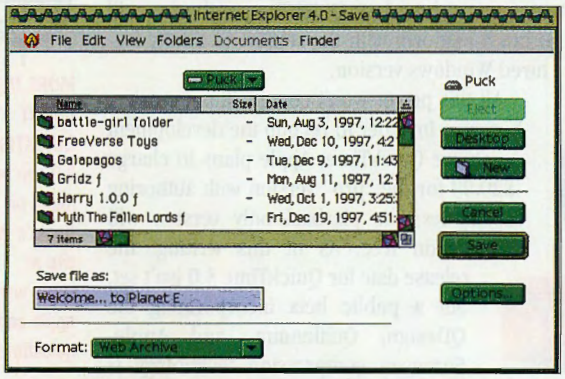
get info

Then Utilities, Part Deux

Many of you wrote in with your favorite workarounds to Now Software's problems with Mac OS 8. You pointed out that not all of the Now Utilities are incompatible with Mac OS 8. Some of you went back to version 5.0.1 to get the functionality you need, while others enabled only Now ToolBox, Now Menus, Now WYSIWYG Menus, and Now Save. Still others have installed what you want and just live with system instability.

Although Now Startup Manager and Casady & Greene's Conflict Catcher started out with different missions, Conflict Catcher has far surpassed the feature set of Now Startup. Plus, Casady & Greene is still updating the product—the company released an update for Mac OS 8.1 before the System software was released!

The development team behind much of Now Utilities currently works for Power On Software. This Mac-only developer will be releasing a new utility package called ACTION Utilities. One of these utilities—ACTION Files—will be a Boomerang replacement. Qualcomm, the new owners of Now Software, will release a Mac OS 8-compatible version of the software. Only Now SuperBoomerang, Now Menus, Now WYSIWYG Menus, and Now Scrapbook will be part of the upgraded package. —*KT*



HEY LOOK! A FINDER MENU that shows your tabbed folders!

OS 8 Trivia!!!

Kids! Impress your friends and scare your parents with these geeky details of the innards of Mac OS 8. —*DR*

- **Temporary memory usage now shows up in an application's memory partition, not in the System's memory partition.**
- **Non-Apple CD-ROM drives no longer are supported by the Apple CD-ROM driver. You'll need to get a third-party driver to go with that third-party drive.**
- **Color Picker 2.1 has fat pickers. It also has an eyedropper tool that allows you to pick up colors in the foreground. Even better, it's compatible with System 7.5 or later.**
- **Floppy disks no longer take comments in their Get Info... windows.**
- **Mac OS 8 includes two new invisible Finder files: OpenFolderListDF and DesktopPrinterDB.**

Here's the Fix!

Betty Baribeault, Jeff Coale, John Lott, Gary Thompson, and Dennis O'Brien were addicted enough to solve December's word scramble. These five lucky people each got one of this year's hottest games. Read on for the solution. —*KT*

B A D G E
D I A M O N D
K I T T E N
B U C K E T

B U T I'M A D D I C T E D!

WYSIWYG FONT MENU

Silly us, there are plenty of utilities that provide WYSIWYG font menu capabilities. Here are just a few of your more popular suggestions:

Adobe Type Reunion Deluxe, Adobe Systems, 800-833-6678, http://www.adobe.com/prodindex/typereunion—Groups font families together.

MenuFonts, Dubl-Click Software, http://www.dublclick.com/MenuFonts.html—Groups font families together.

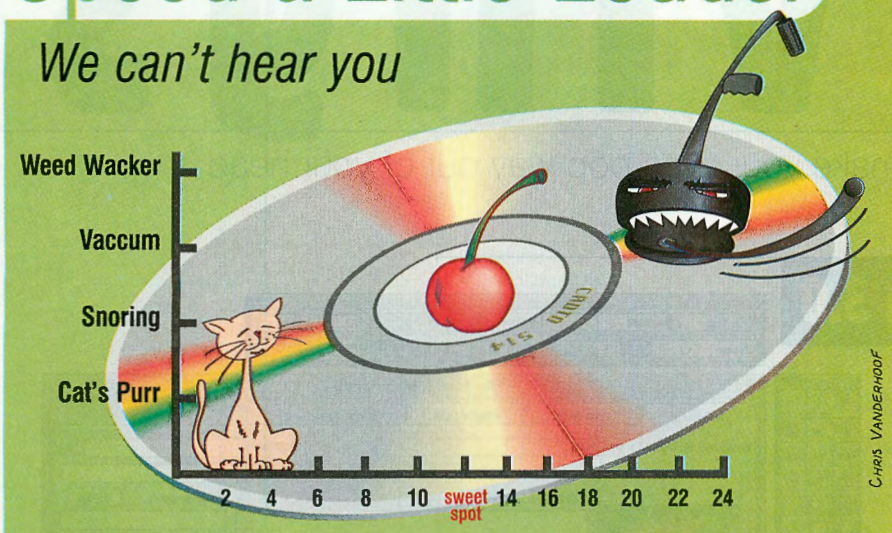
OneClick, WestCode Software, 800-448-4250, http://www.westcodesoft.com—If you already use the OneClick floating palette, grab the WYSIWYG Font Button Library from the WestCode Web page.

Suitcase 3.0, Symantec, 800-441-7234, http://www.symantec.com/suitcase—Helps organize multiple fonts, is AppleScriptable, displays WYSIWYG fonts.

TypeTamer, Impossible Software, 800-470-4801, http://www.impossible.com—Groups font families together but isn't WYSIWYG; the whole font is shown in a hierarchical submenu.

Speed a Little Louder

We can't hear you



The pace of technology is enough to amaze even us jaded industry observers, er, technicians, here at the *MacAddict* Lab. When *MacAddict* debuted in the summer of 1996, CD-ROM drives spun merely six times as fast as the originals. Now, a scant 18 months later, the dervishes are whirling 24 times as fast. We noticed—or, rather, couldn't help but hear—a disturbing trend that accompanied this magnificent growth spurt: 24X CD-ROM drives are noisy. Sensing a quantifiable phenomenon, we set about measuring various CD-ROM drives for decibel output. These are our results, translated into everyday terminology (with no exaggeration, of course). We encourage, no, plead with, the CD-ROM drive manufacturing industry to strive to hit the sweet spot. —*KT*

Be a Super Sleuth!

Kids are wild for anything from Humongous Entertainment. Your kids can be crazy like a SPY Fox if they can match up these spy gadgets with their pictures. Send your entry to SPY Fox, c/o *MacAddict,* 150 North Hill Drive, Suite 40, Brisbane, CA 94005, or enter it on our Web site at http://www.macaddict.com/contest. Contest ends March 15, 1998. The winner will be randomly drawn from correct entries and will receive a copy of Humongous Entertainment's SPY Fox in "Dry Cereal."

1. Spy putty

2. Night-vision shoe

3. Suction cufflinks

4. Beef-flavored X-ray gum

The MacAddict Index

Approximate sales, in dollars, made through The Apple Store every 12 hours during its first month of operation: 200,000*

Number of Macintosh computers used by Santa Claus, according to www.santaclaus.com: 7

Number of seconds required for William H. Gates III to pick up a $1,000 bill: 0.5

Number of dollars Gates earns every 0.5 seconds: $1,400

Increase in usability of online text "using neutral rather than subjective, boastful, or exaggerated language," according to a research study: 27 percent

Estimated fraction of Usenet newsgroup postings that are spam related: two-thirds

FOCUS ON: KNOW YOUR INSTALLED BASE!

Number of Apple Macintosh computers shipped as of September 30, 1997: 27,608,442

Estimated number of Macs currently in use: 21,800,000

Estimated percentage of Macs currently used in education, in the home, and in business/government, respectively: 27.1, 44.5, 28.4

Estimated number of current Mac users: 69,300,000

Estimated percentage of current Mac users in education, in the home, and in business/government, respectively: 56.3, 34.6, 9.1

FOCUS ON: APPLE'S YEAR IN REVIEW!

Amount paid to each member of Apple Computer's board of directors per board meeting attended, prior to August 5, 1997: $2,000

Amount paid to each director per board meeting attended, after August 5, 1997: 0

Fraction of Apple's current executive officers who never worked at NeXT: one-sixth

Amount of severance paid to Dr. Gilbert F. Amelio: $6,731,871

Amount paid by Apple to Amelio's Aero Ventures, for use of a private plane, during fiscal 1997: $471,461

Approximate Apple advertising expenses during fiscal 1995, 1996, and 1997, respectively: $205,000,000, $183,000,000, and $143,000,000

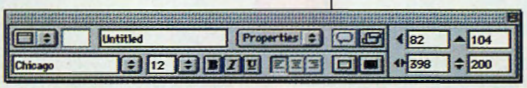
*As we noted last month, the figure was $500,000 for the inaugural 12 hours. Sources may be found on the *MacAddict* Web site. —*MS*

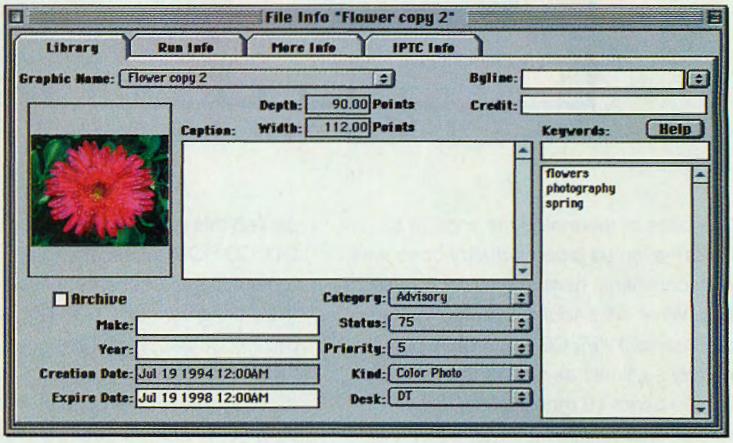
cravings

Five fine items meant to make your eyes pop way out of your head.

FaceSpan 3.0

Digital Technology International





It's not that you're dumb, it's just that your aptitudes lie in other areas, unlike that snotty engineer you call "sister" to her face and "doody head" behind her back. And, although maturity isn't your strong suit, Mac creativity is. But there is a problem. You've been longing to automate the tedious backup process of all those movie and sound files, but you can't bring yourself to learn how to use a C programming environment and understand all those toolbox calls. And the AppleScripts you've written to accomplish this task all look, well, so ugly. Enter Digital Technology International's FaceSpan 3.0. For $149, this Rapid Application Development tool uses AppleScript (or other Open Scripting Architecture-compliant language) to let you create your own Mac applications. FaceSpan apps now conform to the Mac OS 8 look and feel, and you can build tab panels, bevel buttons, and disclosure triangles into your applications. You even can customize existing applications with FaceSpan. To satisfy your creative and aesthetic senses, contact Digital Technology at 800-322-3772 or 801-226-2984, or point your Web browser to http://www.facespan.com, and show your sister she isn't the only one who can be a smarty-pants.

A FRIENDLY FACE FOR APPLESCRIPTS.

CD Armor

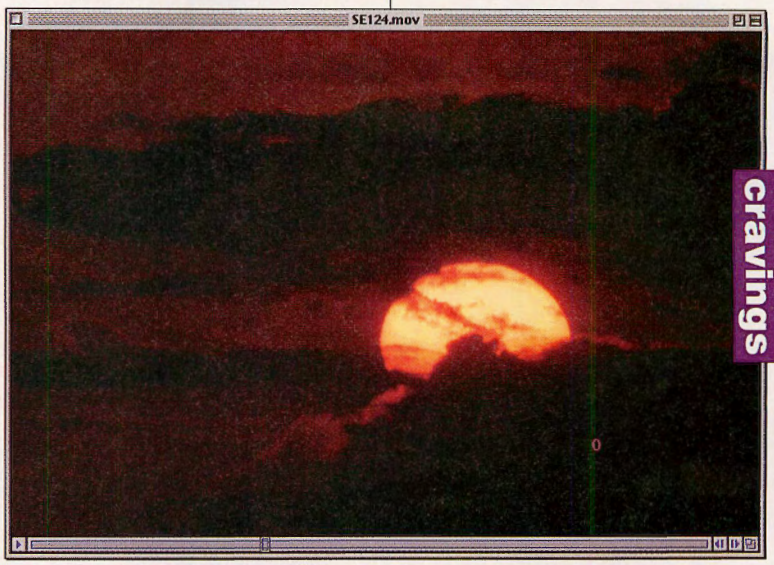
Digital Armor

This *always* happens when you go on vacation. You forget to put your archive of skin abnormalities (painstakingly burned on CD-ROM) away before you go, and your blue-tongued skink, Roxie, decides she'd like to scratch her frill with it. All those scale and claw scratches, and suddenly, your CD is dead. Kaput. Well, here's your solution (short of buying Roxie a cage): CD Armor. For a mere $19.95, you get an installer and six CD-ROM shields. Just place a shield and the CD to be protected in the installer, and your vital disc is protected by an optically clear polymer shield. Shield replacement packs are available in sets of six, 15, 25, and 40, and run from $4.95 to $19.95. To find out more, contact Digital Armor at 800-942-5224 or 403-265-7225, or surf to http://www.digitalarmor.com. It beats having to explain why there are blue-tongued skink marks all over your discs.

PROTECTION FOR YOUR VITAL DISCS.

Digital Film Library

Artbeats



There are times when nothing else but a desert rainstorm with fingers of golden sunlight poking through will do for a client's video montage. But how to get one? Well, you could wait for the summer thunderstorm season, fly to Arizona with a high-quality film camera, and hope to heck you find just the right clouds. Or you could plunk down $499 for the Storm Clouds CD-ROM from Artbeats (part of the Artbeats Digital Film Library). This purchase entitles you to nearly 30 royalty-free video clips of time-lapse storm clouds saved as 720-x-486-pixel QuickTime movies (using the PhotoJPEG compression standard for maximum quality). Other products in the Digital Film Library line include White Puffy Clouds, Sky Effects, and Light Clouds and Fog. Each CD-ROM is $499, which is considerably cheaper (and easier) than shooting the right high-quality sky scene yourself. To get more information, call Artbeats at 800-444-9392 or 541-863-4429, or visit http://www.artbeats.com.

DELUXE DIGITAL SKY SHOTS.

AP-12 CD Case

Case Logic

It's a rough-and-tumble life as the world's first director of a computer technology outreach program to other species. The worst part has to be climbing those sheer cliffs to bring CD-ROMs to the puffin nests. Besides the ordinary fears of falling 300 feet to the crashing surf below, you also have to contend with the terror of damaging the CD-ROMs. Case Logic has something for you, pal. It's the AP-12 CD Case. This sturdy hard-shell CD case holds 12 discs. With a thickness of a mere 1¼ inches, you can carry several on each climb; and with a price of only $5.99, the AP-12 CD Case won't break your organization's budget. The medical bills, however, may be a problem. To get ahold of an AP-12, call 800-925-8111 or 303-530-3800, or go to http://www.caselogic.com.

DISCS DESERVE A GOOD HOME.

webColor Pad

R35

The hairs you have are sparse enough without having to remember the hexadecimal code for a particular Web-safe shade of blue, but there you are, once again, struggling to recall, and your hair is quaking (figuratively), awaiting the inevitable tug. Instead, spend the $12.95 for a webColor Pad from R35. This 10½-x-8-inch mouse pad lists all 216 Web-safe colors, complete with hexadecimal equivalents. To get your hands (and your mouse) on a webColor Pad, call 888-529-0903 or 626-296-1250, or go to http://www.r35.com. Your hair will thank you. So will your mouse.

—David Reynolds

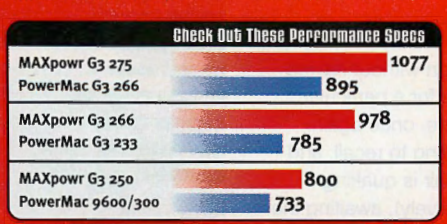
A TABLET FOR THE SACRED COLORS.

* Suggested retail price. Newer and MAXpowr are registered trademarks of Newer Technology, Inc. All other names are trademarks of their respective holders. © Newer Technology, 1997.

Your Mac

What Newer Technology does is simple: we sell products that make Macs™ faster and better.

Many times upgrading your existing Mac is smarter than buying a new one. For instance, if you're looking for the absolute fastest Mac you can own, then you have to buy a MAXpowr™G3, because no shipping system from Apple can outperform it. Or if you're looking for a lot of bang for the buck, the MAXpowr Citation is the way to go. It lets you replace your older processor with a fast 604e for as little as $359*. That's right, you can bring your machine out of the stone-age and make it as fast as the new top-of-the-line Macs without spending tons of cash for a new system.



Call 1-316-943-0222 for more info

or surf to www.newertech.com • email: info@newertech.com

Your Mac With A Newer Upgrade

After all, your basic system is still fine; technology has just left your processor in the dust. So keep the box, save the cash, and just give your Mac a brain transplant.

Plus, with Newer Technology you're buying from a company you can trust. We're not some dinky company being run out of a garage. In fact, we've been engineering and selling products that make Macs better since 1984. So you can be assured that you're going to get top-of-the-line products, great service, knowledgeable support and total compatibility.

So come by our website and see which processor is right for your particular machine. No matter what kind of a Mac or Mac-compatible you're using, Newer Technology has a product that can make it better.

Let us prove that sometimes Newer™ is better than new.

newertechnology inc

Sometimes Newer™ Is Better Than New.

NITRO BURNING FUNNY MACS

GET MORE INFO on upgrading your Mac at The Web Site.

THERE'S A CERTAIN MYSTIQUE ASSOCIATED WITH REBUILDING THE CLASSICS—SITTING IN THE GARAGE ALL NIGHT WITH A SMALL SPACE HEATER IN THE CORNER, THE AIR COMPRESSOR COMING ON OCCASIONALLY TO MAINTAIN PRESSURE FOR THE AIR WRENCH, AND ALL THOSE TOOLS AND PARTS. A HOLLY DOUBLE-PUMPER FOUR-BARREL CARBURETOR A NITRO INJECTOR, LOW-PROFILE TIRES, HIGH-COMPRESSION PISTONS—THERE ARE DIGITAL EQUIVALENTS FOR ALL OF THESE, AND TO PROVE IT, WE TOOK SIX MAC MODELS AND CHERRIED THEM OUT—THEORETICALLY, OF COURSE. WE DIDN'T ACTUALLY MAKE SOME OF THE FOLLOWING MODIFICATIONS, AND WE SUGGEST YOU STICK TO APPROVED HARDWARE UPGRADES. WE'RE NOT RESPONSIBLE IF YOU ACTUALLY STRAP MODIFIED BUTANE LIGHTERS TO YOUR MAC.

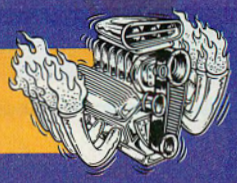
HERE ARE OUR SIX NITRO-BURNING FUNNY MACS. EACH HAS SPEED TO SPARE. WE CHOSE GREAT PARTS AND BUILT FAST MACS WITH THEM. WE ALSO ADDED SOME GREAT CUSTOM GEAR TO MAKE THESE MACS ONE-OF-A-KIND MACHINES.

BY DAVID REYNOLDS

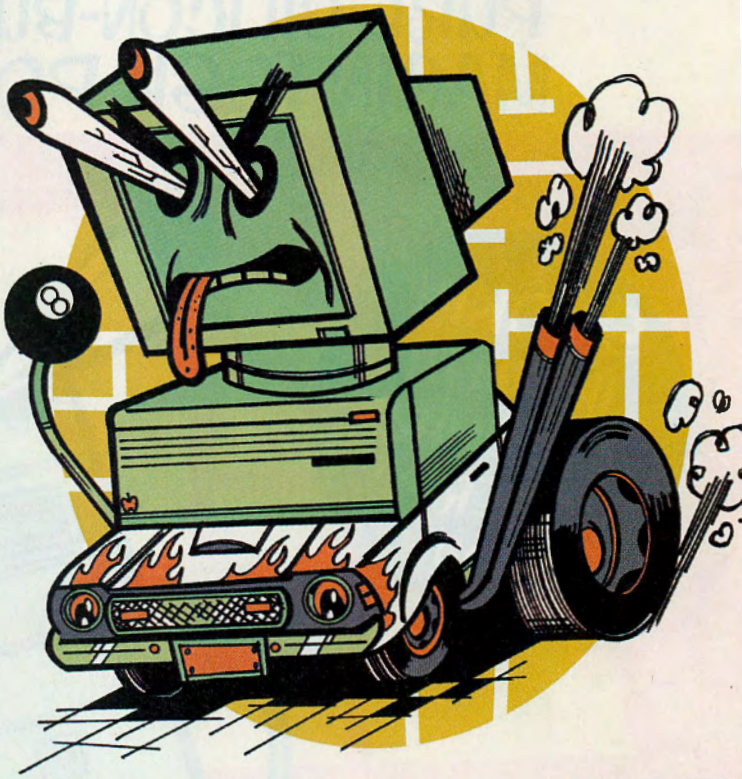
PURE SILICON-BURNING MACINTOSH POWER!

ILLUSTRATIONS BY MIKE GORMAN

1989 MAC IICI "GREMLIN"



THE MAC IICI IS A CLASSIC AMONG CLASSICS—SLEEK CHASSIS, LOTS OF POWER (FOR ITS DAY), AND A RELIABLE, WORKHORSE IMPLEMENTATION. THE STOCK IICI COMES WITH A 32-BIT CLEAN 68030 MICROPROCESSOR RUNNING AT 25MHZ. ALTHOUGH THAT DOESN'T SOUND LIKE MUCH HORSEPOWER TODAY, BACK IN THE LATE '80S, THAT WAS A WHOLE LOTTA PROCESSOR. BUT THAT WAS THEN; THIS IS NOW. WITH SOME SCROUNGING AND SOME CREATIVE WORKAROUNDS, THE IICI CAN BE UPGRADED TO A 100MHZ POWERPC 601 RUNNING MAC OS 8 THAT CAN DRIVE A 21-INCH MONITOR AT MILLIONS OF COLORS.



ENGINE: We chose the Turbo 601 upgrade card from DayStar Digital for the heart of this digital street rod. This processor card upgrade was discontinued by DayStar in 1996, but it still may be found in used hardware circles (see the *MacAddict* Web site) and is worth the effort to find. Apple doesn't officially support Mac OS 8 on an '030-based Mac upgraded to a PowerPC chip, but there are ways around this. By first installing System 7.5.3 (which changes the IIci's Gestalt ID) and then installing Mac OS 8, the upgraded IIci can run the latest Mac OS. There are some caveats with this approach, however—the upgraded Mac won't boot in '030 mode under Mac OS 8 (sometimes done for compatibility's sake), and this is not officially sanctioned, so don't expect help from anyone if something unforeseen happens. See Bronson Trevor's Unofficial Turbo 601 Site (http://www.brinnoven.demon.co.uk/turbo601) for more information on the Turbo 601.

THE TURBO 601 UPGRADE CARD ALSO WORKS WITH THE MAC IISI, IIVX, IIVI, VX, AND VI AND PERFORMA 600. SONNET TECHNOLOGIES' PRESTO UPGRADE CARD CAN UPGRADE THE SAME MAC MODELS (EXCEPT THE IIVI) TO AN 80MHZ 68040 CHIP (PRETTY DARNED FAST) FOR AS LITTLE AS $199.

DRIVE TRAIN: Making the Gremlin burn some digital rubber is a two-part process. The first is installing a new hard drive. We chose the Quantum 540S as a compact, fast hard drive with some elbow room and the ability to transfer up to 10.5MB of data per second. This drive is too fast for the IIci's built-in SCSI (which can handle only 1.25MB/sec.), so we upgraded the Gremlin's SCSI abilities with the ATTO Silicon Express IV SCSI-2 accelerator. This NuBus card gives the Gremlin full SCSI-2 abilities, accelerating potential disk speed to 20MB/sec. Because the hard drive can dish out only a little over 10MB/sec., the bottleneck then becomes the hard drive—again. Still, the hard drive is now 10 times faster than the original.

THE SILICON EXPRESS IV WORKS WITH ANY NUBUS MAC TO ACCELERATE HARD DRIVE PERFORMANCE. THE QUANTUM 540S IS ALSO A NICE, FAST HARD DRIVE THAT WILL WORK IN ANY SCSI MAC.

WINDSHIELD: With a little help from Radius, the Gremlin can handle the largest monitors in 24-bit color. The Precision Color Pro 24X NuBus card accelerates QuickDraw functions, providing up to a tenfold speed increase in screen redraws. It also handles 21-inch monitors at millions of colors for the best possible viewing surface.

THE PRECISIONCOLOR PRO 24X CAN BE USED IN ANY NUBUS MAC.

ADDITIONAL ACCESSORIES: Now that the basics are in place, we fatten out the Gremlin by adding 128MB of RAM (eight 16MB 30-pin SIMMs) and a NuBus 10base-T Ethernet card.

AFTERMARKET CUSTOM GEAR: [The following is a joke. Kids, don't try this at home. All the aftermarket custom gear sections are a joke. Don't do anything like this to your Mac. You do this at your own risk.] To accurately reflect the massive speed increase from stock to custom in the Gremlin, we gave the chassis a white base-coat paint job and added airbrushed red and orange flames. It takes a real pro to paint convincing fire, so we decided to hedge our bets with four butane lighters (two attached to each side of the chassis) electronically linked to the Gremlin's power supply. On startup (or whenever the Gremlin draws hard on the power), the butane lighters spark up, shooting nine-inch flames through four short chrome pipes.

FROM:
- 25MHz 68030
- 1MB of RAM
- 40MB hard drive (1.25MB/sec transfer time)
- 8-bit built-in video at 640 x 480 pixels

TO:
- 100MHz PowerPC 601
- 128MB of RAM
- 545MB hard drive (10.5 MB/sec transfer time, theoretical)
- 24-bit video at 1,024 x 768 pixels

BOTTOM LINE:
10x performance increase

1993 LC 475 "CHARGER"

THE MAC LC 475 WAS THE LONGEST-SELLING MODEL IN THE LC LINE (WHICH BEGAN WITH THE ORIGINAL PIZZA-BOX MAC LC). THE LOW-PROFILE CHASSIS INSPIRED EITHER LOVE OR HATE IN THOSE WHO ENCOUNTERED IT, BUT EITHER WAY, IT DOESN'T LEAVE MUCH CABIN ROOM TO ADD COMPONENTS. STILL, THIS SLIM MAC CAN KEEP UP WITH THE POWERPC PACK, GIVEN SOME ADJUSTMENTS, AND IT MAKES A GREAT LOW-RIDING STREET ROD, TO BOOT.

ENGINE: A stock LC 475 has a 25MHz 68LC040 at its heart, and that's a shame—this otherwise-great processor had no math coprocessor, slowing this Mac down unnecessarily. That's why we went with the now-discontinued Macintosh Processor Upgrade card. This card plugs into the PDS slot and boosts the Charger to a 50MHz PowerPC 601 chip, complete with 256K of Level 2 cache. Although this doesn't make the Charger tremendously faster overall, it lets the modified Mac run PowerPC applications, and it speeds math functions, too—Apple claims the increase could be as high as 10 times the original model's speed. The Macintosh Processor Upgrade card occupies the Charger's PDS slot (which leaves the original processor intact), allowing the charger to switch between the 601 and the 68LC040. It's like having two engines under the hood. Because the processor upgrade card was discontinued, it may be difficult to find. Try used Mac hardware sites and Mac newsgroups to find one. If one can't be had, consider filling that slot with an Ethernet card or another LC PDS card—including the Apple II emulator card.

THE MACINTOSH PROCESSOR UPGRADE CARD ALSO CAN BE USED WITH THE QUADRA 605, PERFORMA 47X, LC 57X, PERFORMA 57X, LC 580, PERFORMA 58X, LC 630, PERFORMA 630, AND QUADRA 630 MODELS.

DRIVE TRAIN: To make up for the lack of expansion options in the Charger's tight chassis, we chose a 4.55GB Seagate Barracuda 4XL Ultra SCSI drive. The 3½-inch drive fits nicely in the LC's tight chassis, and its 20-plus megabyte-per-second transfer rate provides more than enough data to keep the LC 475 fueled with bits. Yes, this 7,200 RPM hard disk is probably too much drive for the Charger, but it definitely will keep the data flowing.

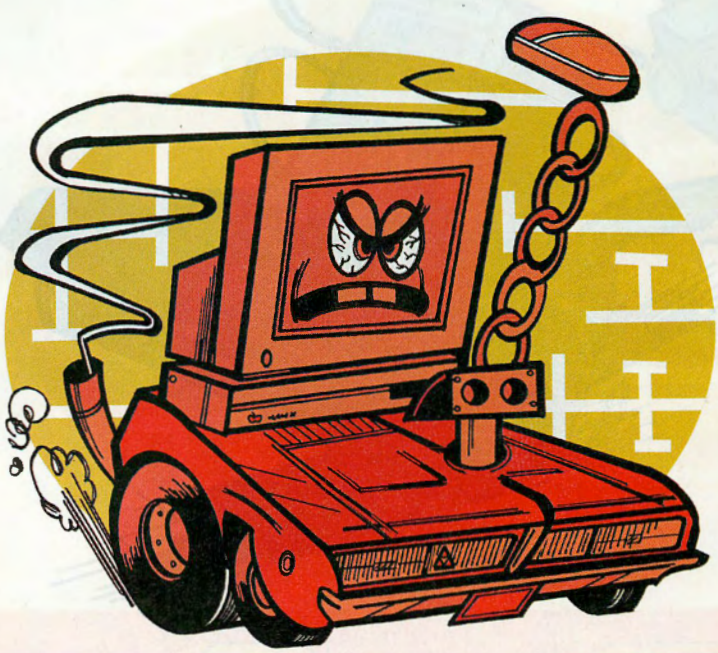
THE BARRACUDA ULTRA SCSI DRIVE CAN PROVIDE FAST DATA ACCESS IN JUST ABOUT ANY MAC WITH INTERNAL SCSI.

WINDSHIELD: Again, limited by the Charger's small chassis, there isn't any room for a video card. There is, however, a way to improve the display. We increased the Charger's VRAM from 512K to 1MB, which gives 8-bit color at 1,152-x-870-pixel resolution.

INCREASING THE VRAM IN ANY MAC IS A GREAT WAY TO PROVIDE ADDITIONAL COLORS AT HIGHER RESOLUTIONS. MANY MACS HAVE UPGRADABLE VRAM. CHECK THE APPLE SPEC DATABASE (AVAILABLE AT FTP://FTP.INFO.APPLE.COM/APPLE.SUPPORT.AREA/APPLE.SOFTWARE.UPDATES/US/MACINTOSH/UTILITIES) TO SEE WHAT YOUR MAC CAN TAKE.

ADDITIONAL ACCESSORIES: To make the Charger as beefy as possible, we increased its RAM to 36MB by adding a 32MB 72-pin SIMM to the LC 475's single memory slot. Although this isn't a lot of RAM by today's standards, it is a lot of elbow room in which to work.

AFTERMARKET CUSTOM GEAR: Here's where our pizza-box Charger shines. After giving it a candy-apple red ultragloss paint job, we decked out the floppy port, the power light, and the feet with chrome. A tinted screen keeps the Charger cool even in the brightest sunlight. A complete hydraulics system—including a rotating name plate and independent fast hydraulic lifts in each foot—keep the Charger low to the ground. When the need arises, however, the Charger's hydraulics can make the Mac and its monitor hop on two feet. A welded-chain mouse completes the Charger's inner-city look.



FROM:
- 25MHz 68LC040
- 4MB of RAM
- 80MB hard drive (5MB/sec. transfer time)
- 8-bit built-in video at 640 x 480 pixels

TO:
- 50MHz PowerPC 601
- 36MB of RAM
- 4.55GB hard drive (over 20 MB/sec. transfer time theoretical)
- 8-bit video at 1,152 x 870 pixels

BOTTOM LINE:
10x performance increase

1993 QUADRA 800 "BARRACUDA"

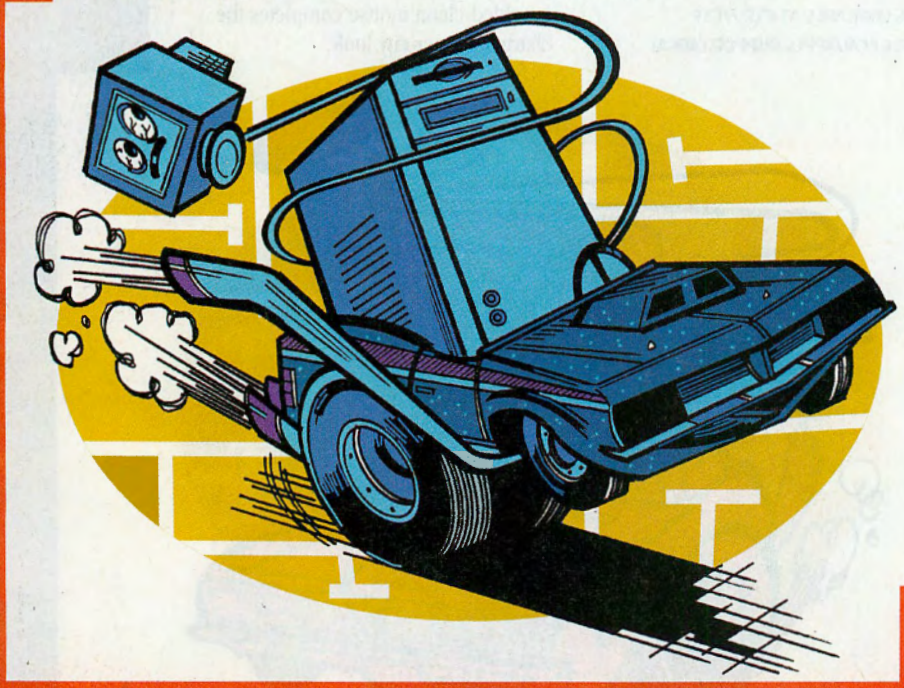
STOCK QUADRA 800S STILL CAN BE FOUND IN GRAPHICS HOUSES, NEWSPAPERS, AND OTHER PLACES WHERE A WORKHORSE MAC IS NEEDED. ALTHOUGH POWERED BY AN ORIGINAL-EQUIPMENT 66MHZ 68040 PROCESSOR, THE QUADRA 800 CAN BE UPGRADED THROUGH THE ROOF, TAKING ADVANTAGE OF THE LATEST G3 PROCESSORS AND ENOUGH RAM TO WIN A TRUCK PULL.

ENGINE: The first step in the Barracuda's overhaul was a Power Macintosh 8500 logic board upgrade. This swaps out the Quadra 800's logic board for a brand-new 8500 logic board with all the power that it implies—audio and video input and output, and lots of RAM slots. But the 120MHz 604 processor on the 8500 logic board wasn't enough; we replaced the processor card with a PowerLogix PowerForce G3 275. This processor card holds a 275MHz PowerPC 750 processor with 1MB of backside cache also running at 275MHz. There isn't a faster processor card on the planet, and now it sits in the Barracuda. As if that weren't enough, the PowerForce G3 can be accelerated beyond its 275MHz speed. Speeds of up to 293MHz have been reported without redlining.

THE 8500 LOGIC BOARD UPGRADE ALSO CAN BOOST A QUADRA 840AV, A POWER MACINTOSH 8100/80, 8100/100, OR AN 8100/110. THE POWERFORCE G3 PROCESSOR CARD CAN BE USED WITH ALMOST ANY POWER MACINTOSH OR POWER MAC CLONE THAT HAS AN UPGRADABLE PROCESSOR ON A DAUGHTERCARD. SEE HTTP://WWW.POWERLOGIX.COM/G3INFO.HTML FOR A COMPLETE LIST.

DRIVE TRAIN: The Barracuda came with a 230MB internal SCSI drive, so we chose a 3.2GB Quantum Fireball to replace the stock drive; it should provide enough speed and space for the near future. But we also installed an internal Zip drive to add some removable storage, in case we were wrong about that space thing.

THE QUANTUM FIREBALL IS A GOOD, STEADY HARD DRIVE UPGRADE FOR ANY MAC, AND THE ZIP DRIVE (INTERNAL OR EXTERNAL) IS ALMOST A STANDARD THESE DAYS. EITHER ONE CAN BE USED ON ANY MAC'S SCSI CHAIN.



WINDSHIELD: Because the 8500 logic board upgrade gave the Barracuda three PCI slots to fill, we bypassed the onboard video in favor of NewerTech's RenderPIX PCI/502 QuickDraw 3D accelerator board. The RenderPIX PCI/502 renders up to 1,500,000 triangles a second for some serious gaming, VRML work, and 3D rendering. The RenderPIX PCI/502 comes with 8MB of VRAM—enough to drive a monitor at 1,600 x 1,200 pixels in millions of colors.

THE RENDERPIX PCI/502 WORKS WITH ANY PCI-BASED MAC, BUT IT MAKES SENSE TO PAIR IT WITH SOMETHING MEATY, BECAUSE IT WILL OVERWHELM A LESSER MACINTOSH.

ADDITIONAL ACCESSORIES: Although it's probably a pointless exercise, we upgraded the Barracuda's L3 cache (formerly L2 cache before the G3 processor card upgrade) from 256K to 512K. We also maxed out the RAM at 512MB—enough to run an entire hard drive as a RAM disk if we want to bypass the Barracuda's hard drive bottlenecks altogether. We also added an ATI Technologies XClaim TV peripheral to relax with a little *Home Improvement* during our off hours.

AFTERMARKET CUSTOM GEAR: Now this is one fast Mac with lots of custom interior work, and to reflect that, we added a tinted-glass T-top so we could look in on all that new hardware inside. The Barracuda's chassis was painted a high-gloss metal-flake midnight blue to give it a scaled effect to match its namesake. We also added an airfoil, spoilers, and a fiberglass scoop around each air vent to aid in cooling. Finally, we topped the whole classy package off with a power antenna for the XClaim TV, which retracts when the Barracuda is turned off.

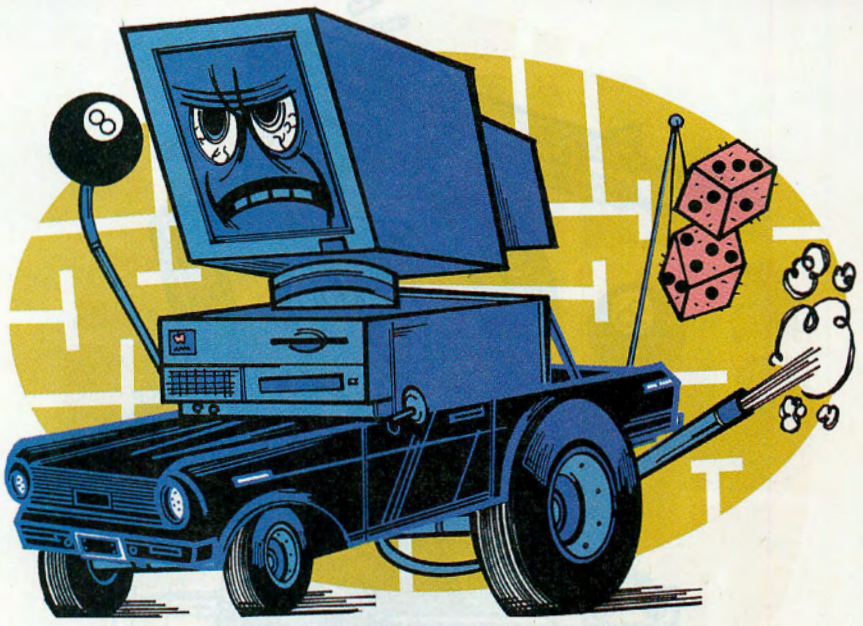
FROM:
- 66MHz 68040
- 8MB of RAM
- 230MB hard drive
- 8-bit video at 832 x 624 pixels

TO:
- 275MHz PowerPC 750
- 512MB of RAM
- 3.2GB hard drive
- 8-bit video at 1,600 x 1,200 pixels

BOTTOM LINE:
19x performance increase

1995 POWER MAC 7500/100 "NOVA"

THE 7500/100 BOASTS THE BEST CHASSIS DESIGN FOR A MACINTOSH-EVER. THE 'OUTRIGGER' ENCLOSURE CAN BE OPENED UP; NEW RAM, A HARD DRIVE, A PCI CARD, AND A PROCESSOR UPGRADE CAN ALL BE INSTALLED; AND THE CASE CAN BE CLOSED, ALL IN LESS THAN FIVE MINUTES. SWEET. BASED ON THE POWERPC 601 MICROPROCESSOR, THE 7500/100 HAD SOME SPEED FOR A LOW-END POWER MACINTOSH. WHAT MAKES IT ESPECIALLY ATTRACTIVE IS ITS EASY (AND CHEAP) UPGRADABILITY.



ENGINE: We decided to leave the Nova's logic board in place and, instead, take advantage of its expandability. To replace the aging PowerPC 601 microprocessor, we chose NewerTech's MaxPOWR Pro+ processor upgrade card, which replaced the pokey 100MHz 601 with a 266MHz PowerPC 750 processor. The MaxPOWR Pro+ also includes 1MB of backside cache running at 177MHz. By flipping some DIP switches on the upgrade card, the MaxPOWR Pro+'s bus timing can be altered, allowing us to tweak the Nova for the best possible performance.

THE MAXPOWR PRO+ PROCESSOR CARD CAN BE USED WITH MANY POWER MACINTOSH OR POWER MAC CLONES THAT HAVE AN UPGRADABLE PROCESSOR ON A DAUGHTERCARD. SEE HTTP://WWW.NEWERTECH.COM/PRODUCTS/MAXPOWR/750/PRO.HTML FOR A COMPLETE LIST.

DRIVE TRAIN: The Nova shipped with a 500MB hard drive (adequate space for basic use), but we wanted more—more speed, to keep up with the G3 processor, and more space, to hold a couple of CD-ROMs worth of data (in case we ever decided to use the Nova to burn some CDs of our own). To that end, we added a 9.1GB Seagate Barracuda hard drive, which can transfer data at a speed of more than 20MB/sec. (Because of limitations with the Mac OS Finder, drives larger than 4GB sometimes have reliability problems. Keep this in mind whenever upgrading to a huge drive. Always be sure to partition such a drive into smaller volumes.)

AGAIN, THE 7200 RPM BARRACUDA HARD DRIVE IS A GREAT CHOICE FOR PEOPLE WHO WANT TO ADD SOME FAST STORAGE SPACE TO THEIR MACS—AS LONG AS THOSE MACS HAVE AN INTERNAL SCSI BUS.

WINDSHIELD: Thinking that games would be a great test track for the Nova, we boosted its video performance with the TechWorks Power3D card, which accelerates both 3Dfx-based graphics and QuickDraw 3D RAVE-based graphics for amazing gaming.

THE POWER3D CARD WORKS IN ANY MAC WITH A FREE PCI SLOT TO ACCELERATE 2D AND 3D GRAPHICS, AND SINCE BUNGIE SOFTWARE PRODUCTS' HOT NEW GAME, MYTH, TAKES ADVANTAGE OF POWER3D'S 3DFX ACCELERATION, IT'S A MUST-HAVE SPEED BUMP FOR ANY GAMING FANATIC OUT THERE.

ADDITIONAL ACCESSORIES: Because the Power3D card isn't a stand-alone video card, we added additional VRAM to the Nova to bring it up to 4MB. Also, anticipating some hot-and-heavy network games, we added a Netopia 100base-T Ethernet card to take advantage of speedy packet transfer. Finally, we topped off the RAM at 512MB.

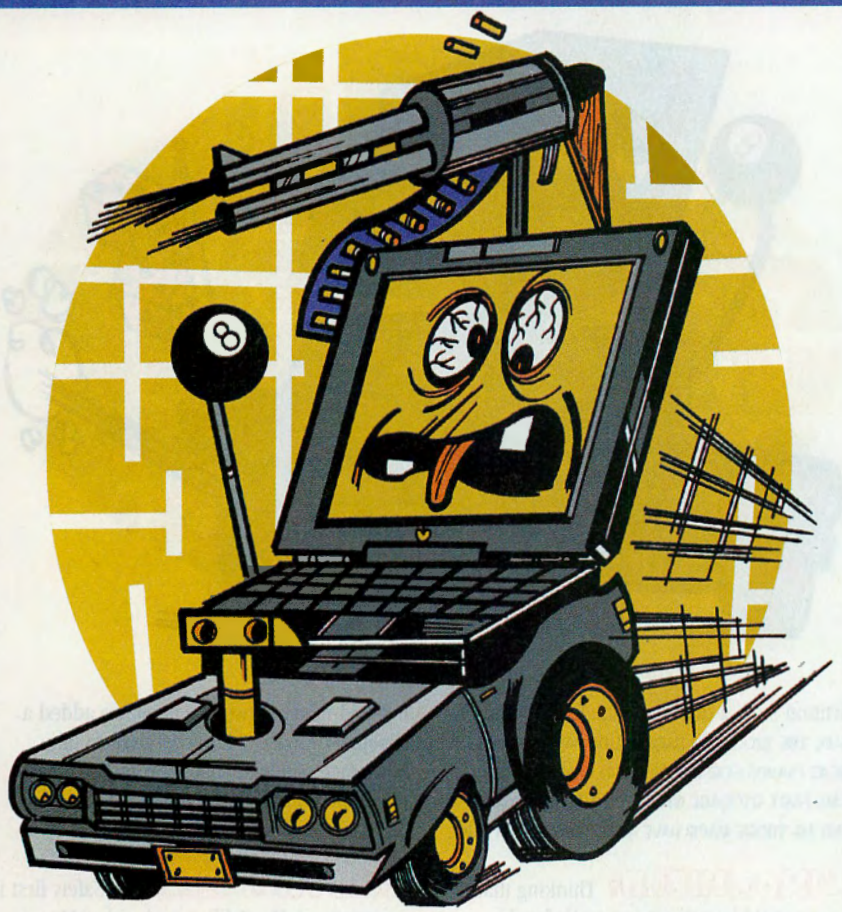
AFTERMARKET CUSTOM GEAR: Safety first is our motto at *MacAddict*, and with a Mac as fast as the Nova, we decided to include a few safety items—after we painted the Nova's chassis a hot gloss black. First, we added front and side airbags to protect the Nova's operator in the event of a system crash. This includes a child seat sensor, which, when installed in the chair in front of the Nova, turns off the airbag if it detects a child seated in front of it. We also added a processor eject system if things get too fast.

FROM:
- 100MHz PowerPC 601
- 8MB of RAM
- 500MB hard drive
- 8-bit video at 1,280 x 1,024 pixels

TO:
- 266MHz PowerPC 750
- 512MB of RAM
- 9.1GB hard drive
- 16-bit video at 1,280 x 1,024 pixels

BOTTOM LINE:
8x performance increase

1994 POWERBOOK 540C "SUPER BEE"



MANY POWERBOOK 540C OWNERS STILL WON'T LET GO OF THESE 'BOOKS UNLESS A BRAND-NEW G3 POWERBOOK IS DANGLED UNDER THEIR NOSES—AND WITH GOOD REASON. THE 540C USES A 66MHZ 68LC040, WHICH IS PRETTY DARNED FAST FOR A 68K-BASED MAC. IT ALSO USES A COLOR ACTIVE-MATRIX DISPLAY, WHICH IS BEAUTIFUL TO LOOK AT, AND IT HAS STEREO SPEAKERS BUILT IN.

ENGINE: The 540c is incredibly upgradable for a PowerBook. We installed a NUpowr daughterboard processor upgrade, which replaced the 68LC040 in our Super Bee with a 183MHz PowerPC 603e chip. This upgrade provides a speed increase of up to 400 percent—smokin'. The NUpowr card also adds 128K of L2 cache. This isn't as much L2 cache as we might like, but it beats having no L2 cache at all by a long shot. This brings the Super Bee beyond PowerBook 1400 speeds.

THE NUPOWR UPGRADE CARD WILL UPGRADE ANY 500-SERIES POWERBOOK TO POWERPC SPEEDS.

DRIVE TRAIN: To increase disk speed and storage space for the Super Bee, we added a 2GB ultrahigh-density ArtMedia Monster Drive hard drive. Not only does this add tons of extra space, this drive has a respectable average seek time of 13ms.

THE ARTMEDIA MONSTER DRIVE, WHICH COMES IN 108, 144, AND 216B SIZES, WILL WORK IN THE POWERBOOK 140-, 170-, 180-, 540-, AND DUO 200-SERIES MACS.

WINDSHIELD: Because of the built-in active-matrix display, there's not much we could do to change the Super Bee's video. It does have built-in video out, which lets us play on a 832-x-624-pixel resolution monitor in 8-bit color.

ADDITIONAL ACCESSORIES: Some cool things are out there for our Super Bee that are available for no other Mac. We first maxed out its RAM at 36MB, then we added the BookEndz dock from Pilot Technologies. It has ADB, SCSI, serial, power, video, and audio connectors, and it allows the Super Bee to garage itself—connecting to all of the above—in two seconds.

AFTERMARKET CUSTOM GEAR: To highlight the Super Bee's mobile power, we added chrome mag rims with low-profile tires to help it get around, plus we gave it a gloss gray paint job, simply because gray is the best color ever for PowerBooks. To make sure that the Super Bee doesn't wander too far with the help of some misguided Mac jacker, we gave it the ability to defend itself with a speaking alarm system ("Please step away from the Mac"), a smoke-screen generator, and twin .18-caliber machine guns with 700 rounds of belt ammunition per gun. Plus, it comes with the PowerBook Club to help deter thefts.

FROM:
- 66MHz 68LC040
- 8MB of RAM
- 500MB hard drive
- 8-bit video at 640 x 480 pixels
  8-bit video at 832 x 624 pixels (external)

TO:
- 183MHz PowerPC 603e
- 36MB of RAM
- 9.1GB hard drive
- 8-bit video at 640 x 480 pixels
  8-bit video at 832 x 624 pixels (external)

BOTTOM LINE:
5x performance increase

1997 POWERMAC 9600/300 "MUSTANG"

THIS IS ALREADY ONE FAST MAC WITH A GREAT CHASSIS. THE 9600/300 IS BUILT AROUND A 300MHZ POWERPC 604E, ONE OF THE HARDEST-DRIVING MICROPROCESSORS EVER BUILT. THE 9600/300 ALSO HAS THE BEST TOWER CHASSIS EVER DESIGNED. IT FOLDS APART TO MAKE UPGRADING OR OVERHAULING A SNAP.

ENGINE: After a lot of debate (and a near-fistfight between the 604e stalwarts and the 750 supporters), we decided to leave the processor in place. Although a high-speed PowerPC 750 might boost the Mustang's speed in some areas, it would fall behind in certain types of math operations.

DRIVE TRAIN: We wanted to eliminate the hard drive bottleneck in the Mustang, so we installed an Adaptec 2940U2W SCSI host card to control a 18.2GB Seagate Cheetah hard drive without removing the original-equipment 4GB fast SCSI hard drive. The Cheetah spins at an amazing 10,000 RPM, and it's one of the fastest drives in the world. We also added a Syquest SyJet 1.5GB removable drive, which provides hard-drive speed and removable media in the same package.

THE CHEETAH HARD DRIVE WORKS IN ANY MAC WITH AN INTERNAL SCSI CHAIN. TO TAKE FULL ADVANTAGE OF THIS AMAZING HARD DRIVE, A FAST SCSI CONTROLLER IS A MUST.

WINDSHIELD: Wanting only the best image, we added an Imagine Series 2 video card from Number Nine. This 128-bit card ships with 8MB of VRAM. Yes, we know, the 9600/300 already ships with a fast video card, the IMS TwinTurbo 128M4A accelerated video card. So we kept it and attached a Hitachi RasterOps MC7515 19-inch monitor to each.

BOTH THE IMAGINE SERIES 2 AND THE IMS TWIN TURBO 128 VIDEO CARDS WORK IN ANY MAC WITH A FREE PCI SLOT. HITACHI MONITORS ALSO WORK WITH ANY MAC THAT CAN USE EXTERNAL VIDEO.

ADDITIONAL ACCESSORIES: Not wanting for much more, we maxed out the Mustang's RAM at 768MB, which is enough for anyone. We added a PC Compatibility Card (the one with the Pentium 166), just so we could poke fun at a reasonably fast PC without leaving the Mustang.

AFTERMARKET CUSTOM GEAR: In the tradition of stock-car drivers everywhere, we welded the 24X CD-ROM drive shut, simply because we didn't want to be sliced by any CDs spinning that fast. Instead, CDs are loaded from the top through a drop-in slot, much like the Dukes of Hazzard jumping into their car. We painted the Mustang a metal-flake hunter green and added a rag top to add additional cooling on sunny days. Finally, because we disabled the Mustang's cup holder by welding the CD-ROM drive shut, on each side we added one capable of holding a 7-Eleven Big Gulp.

David Reynolds can't wait to get his hands greasy rebuilding that old Mac Plus in his basement.

FROM:
- 300MHz 604e
- 64MB of RAM
- 4GB hard drive
- 16-bit color at 1, 600 x 1,200 pixels

TO:
- 300MHz 604e
- 712MB of RAM
- 4GB hard drive, 18.2GB hard drive, 1.5GB SyJet drive
- 16-bit color at 1,920 x 1,200 pixels

BOTTOM LINE:
1.5x performance increase (but this is top-of-the-line performance)

Accel er

43 Freakin' Fast Tweaks

By Owen W. Linzmayer

According to one of the many legends surrounding the making of the Macintosh, Steve Jobs inspired the software engineers to reduce the startup time by reminding them that Macs would be used daily by millions of people and that every second not spent waiting translated into human lives saved. In that same spirit, here are some often-overlooked simple speedup tips for Mac OS 8 that don't cost a thing (many of these tips also work under previous versions of the System software).

FIND THE SHAREWARE and freeware programs mentioned on The Disc.

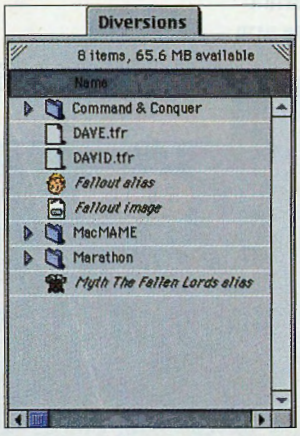
By themselves, none of these tips comes close to matching the performance increase you get from a hardware upgrade, but in aggregate, the overall result is that your Mac will seem much snappier and more responsive. We've numbered our suggestions in each section from the most to least important. If you want the maximum speed boost, do them all. If you have time to do only a couple of things to your Mac, pick the top two or three items in each category.

New Features

As creatures of habit, we find it easy to ignore the many new features of Mac OS 8 and continue performing the same old tasks in the same old fashion. What a shame. Take the time to break your old habits and begin using the new tools Mac OS 8 puts at your disposal.

1 Contextual menus—Explore contextual menus, perhaps the greatest new feature in Mac OS 8. If you hold down the Control key as you click an item on the screen (such as an icon, a window, or some text), a menu appears displaying commands you can apply to the icon, window, or text. Mac OS 8 comes with some pretty simple options, but you can download tons of useful additions from CM Central (http://www.interdesign.ca/cmcentral) and Control-Click (http://www.venweb.com/controlclick).

2 Pop-up windows—Make use of pop-up windows to keep frequently used windows readily available but out of the way. From the Finder's View menu, choose "as Pop-up Window" to turn a regular window into a tab that is anchored at the bottom of the desktop. When you click the tab on a pop-up window, the window collapses to display only the title. Clicking the title again returns the window to full size. Move a pop-up window by dragging its title bar. Resize the window by dragging the diagonal lines at the upper left and upper right corners of the window. Change a pop-up window back into a regular window by dragging it upward or by choosing "as Window" from the View menu.



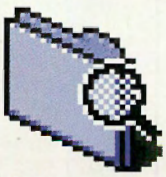
a t e 8

3 Keyboard shortcuts—Use keyboard shortcuts whenever possible. Not only do they save you from unnecessarily mousing to the menu bar, but also you needn't remove your hands from the keyboard, so your workflow is uninterrupted. My all-time favorite Mac OS 8 shortcut is to highlight an unwanted file, then press Command-Delete to chuck it into the Trash.

4 Collapsing windows—Stop closing windows to get them out of your way. Instead, click the new collapse box in the upper right-hand corner (or double-click the title bar), and the window collapses to just the title bar. Holding down the Option key as you click the box collapses all windows in the active application. When you need to expand a window, click the collapse box again. No more digging through nested folders to reopen closed windows. Also, stop reaching for the title bar when you want to move a window. Instead, just grab any edge of a window and drag it to a new position.

5 Sticky menus—Stop holding down the mouse button when selecting from menus. Mac OS 8's new sticky menus stay down without any help. You can take this one step further with Orion Bawdon's freeware control panel, Teflon, which contains an option for enabling menus to drop automatically the moment the pointer passes over the menu name.

6 Spring-loaded folders—Instead of double-clicking folder after folder to burrow down to an item you want, use spring-loaded folders. In the Preferences window, turn on spring-loaded folders and set the delay before opening to as short a time as you find comfortable. Now you can place the pointer over a volume or folder and watch it open automatically without a double-click. If you find you're constantly opening folders by mistake because you dally too long with the cursor over the folder icon, bump up the delay a little bit.



Rhapsody docs

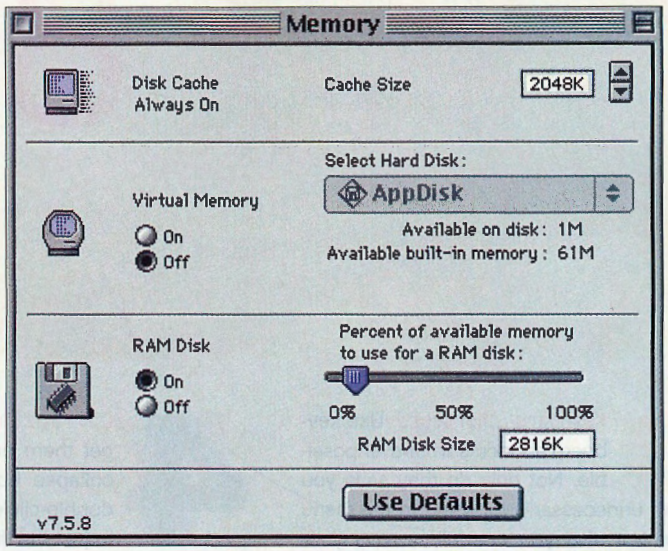
OS Tuning

Tuning the settings of Mac OS 8 itself is one sure-fire way to squeeze the most out of your Mac. Mac OS 8 makes some big changes in disk cache, views, and several other areas, so be sure to go over your old settings, especially if you've just upgraded.

1

Make the most of memory—In the Memory control panel, allocate more memory to Disk Cache. This sets aside a portion of memory to hold data that has been read from disk recently. If the Mac needs that data again, it can retrieve it quickly from the cache rather than reread it from the relatively slow disk. Caches operate under the law of diminishing returns, so don't allocate too much memory. If you do, the Mac may waste time searching the large cache only to come up empty-handed and have to hit the disk anyway. A good rule of thumb is to allocate 32K for every megabyte of physical memory; that's what you get if you click the Use Defaults button.

While in the Memory control panel, turn off Virtual Memory. The main benefit of Virtual Memory is that it allows you to augment the physical memory in your computer with unused hard disk space. As a bonus, it also lowers memory requirements for PowerPC-native applications. But if you have sufficient RAM to run your applications without frequently encountering "out of memory" alert boxes, all Virtual Memory does is make the Mac sluggish, because hard drives are much slower than solid-state memory. If you need more memory, buy the real thing or pick up RAM Doubler 2 from Connectix (800-950-5880 or 415-571-5100, http://www.connectix.com).



Finally, turn on the RAM Disk to set aside a portion of your Mac's memory to act like a storage volume. RAM Disks differ from real disks in that they are much faster, but they don't retain their contents when the computer is shut down. For these reasons, RAM Disks are best used to hold temporary files that are frequently accessed. Drag the lever to the percentage of available memory you want to use. Memory allocated to a RAM Disk is no longer available for other system uses, so don't make the RAM Disk so large that you can't run desired programs. Start off by allocating 1MB or 2MB. Close the Memory control panel and choose Restart from the Special menu. When the Finder reappears, a RAM Disk icon is on the desktop along with your other volumes.

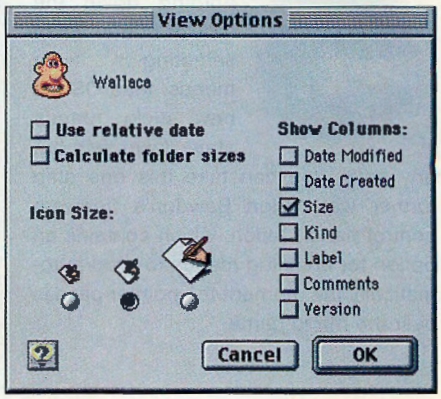
You can copy and write files to the RAM Disk, but remember that this storage is temporary. Shutting down erases the RAM Disk and a crash can wipe out its files (on all Macs except the new G3 models, the contents survive restarts, however), so never store your only copy of a file on a RAM Disk, and always back up the contents of the RAM Disk to a hard drive or floppy disk before shutting down.

A popular use of RAM Disks is to hold the cache files that browsers create as you surf the Web. Whenever a requested file resides on the RAM Disk, it loads much more quickly than if it had to be retrieved from the hard disk or the Internet. To designate the RAM Disk as the place to store the cache in Netscape Navigator 4.0, choose Preferences from the Edit menu, then click the Advanced triangle. Select Cache, then click Choose, and select the RAM Disk. To accomplish the same thing in Microsoft's Internet Explorer 3, choose Preferences from the Edit menu, then click Advanced. Click Change Location and select the RAM Disk.

The major disadvantage to using the RAM Disk created by the Memory control panel is that its contents are lost on shutdown. That's why I prefer Mark Adams' shareware program, AppDisk, which offers the option of saving its contents on shutdown, or as often as you like. Another benefit of AppDisk is that it uses application memory rather than System memory, so you can get that memory back simply by quitting AppDisk rather than restarting.

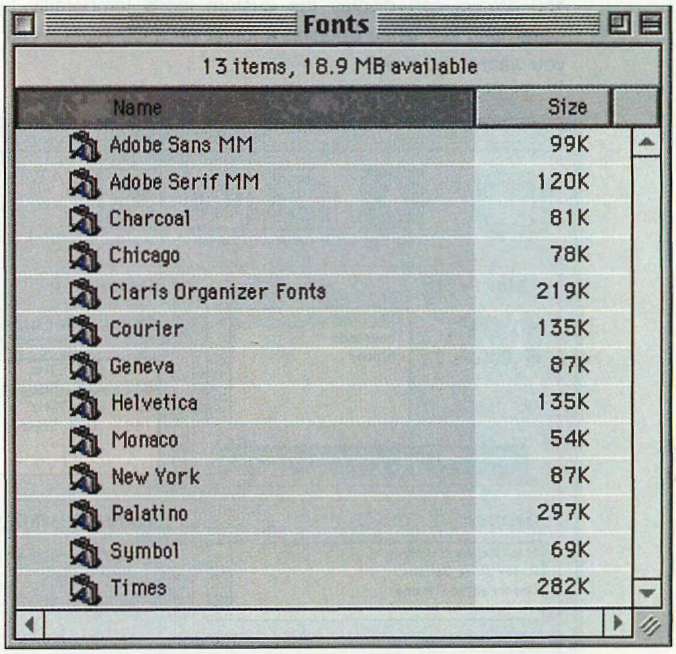
2

Don't calculate folder sizes—If you double-click a folder in the Finder and your Mac slows to a crawl with the sound of the hard drive churning away, chances are good the "Calculate folder sizes" checkbox is selected in the View Options window. Deselect this option unless you absolutely must always know how much disk space folders take. If you need this info only once in a while, and only for specific folders, it's much faster to simply select the folder in question and press Command-I to check the Get Info window.

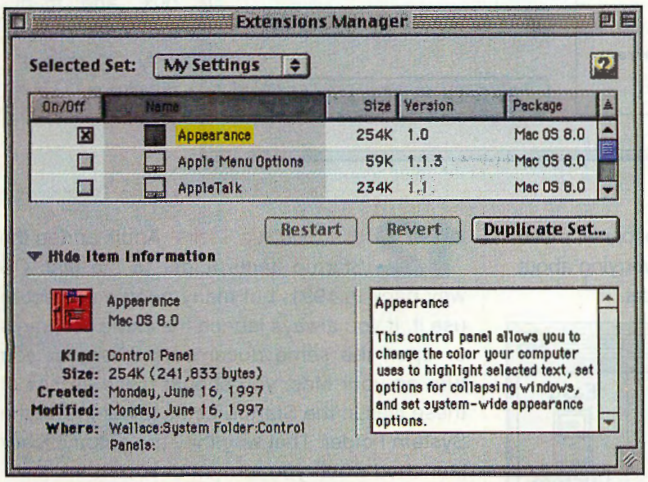


3 **Reduce your computing demands**—Ever since the introduction of MultiFinder in System 6, the Mac has featured the ability to run more than one program simultaneously. Although we must wait until Rhapsody ships for true preemptive multitasking, it's still possible to compose a letter in a word processor while checking your email in the background, for example. However, bear in mind that each open program demands its own share of your Mac's computing power, and with too many programs running concurrently, even a Power Mac can seem slow. Try closing unnecessary applications and scheduling routine background tasks such as virus checking and backups when the computer can run unattended.

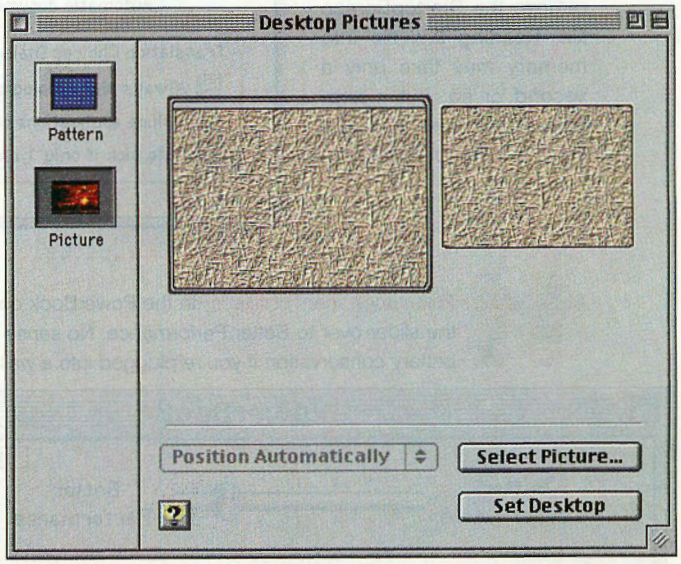
4 **Forget fancy fonts**—It's easy to pick up extra fonts like burrs on your socks after a hike in the woods. Often, programs install them without warning, or you may have experimented with wacky fonts so long ago that you've completely forgotten they're there. But the Mac never forgets. It loads these into memory every time you turn on the computer, and applications need time to build their font menus whenever launched. To see what's installed on your Mac, double-click the Fonts folder inside the System Folder. Seriously consider how often you use the various fonts you find. Close all applications and control panels, and drag the moldy files out of the Fonts folder, or use Adobe Systems' Adobe Type Manager Deluxe (408-536-6000, http://www.adobe.com) to organize and manage your fonts.



5 **Disable unnecessary extensions**—Extensions are a double-edged sword. They add incredible flexibility and functions to the Mac OS, but they also have the potential to cause instability and substantially deteriorate performance. Periodically, go through your System Folder and disable unnecessary files using Extensions Manager or a similar third-party startup file manager such as Casady & Greene's Conflict Catcher (800-359-4920 or 408-484-9228, http://www.casadyg.com). The hardest part is trying to figure out the functions of the files you find in your System Folder. Using Extensions Manager, if you highlight a control panel or extension and then click the little triangle next to the words Show Item Information, the window expands to reveal detailed information about the selected item, including a brief description of the item's purpose, helping you determine if it's necessary or just wasting disk space and memory. With Conflict Catcher, you get the same type of information using the magnifying glass tool. You also may want to consult the shareware program Extension Overload from Teng Chou Ming (http://www.mir.com.my/~cmteng) or Dan Frakes' shareware gem, The InformInit (http://www.AmbrosiaSW.com/DEF/InformInit.html). Another good reference site is http://www.yale.edu/macguide/System/System.Folder.html.



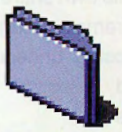
6 **Turn off desktop pictures**—Sure, displaying full-screen color images on the Finder's desktop helps dress up your Mac, but it also takes time and consumes memory. For maximum performance, open the Desktop Pictures control panel, click the Picture button on the left, click Remove Picture, and close the control panel. Finally, disable the Desktop Pictures control panel in the Extensions Manager control panel.



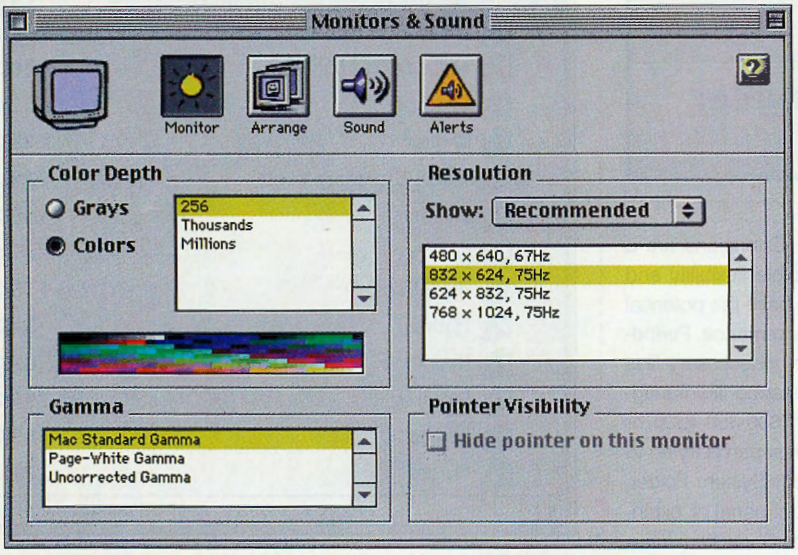
7 **Remove custom icons**—It's fun customizing your Mac by installing creative custom icons for folders using ResEdit (http://www.info.apple.com/swupdates) or a tool such as Greg Robbins' freeware program Folder Icon Maker, but whenever the Finder encounters one, the custom icon takes a little more time to read and display than a generic icon. To speed up Finder window displays and reclaim some disk space, drop your hard drive's icon onto Folder Icon Cleaner (http://www.kagi.com/authors/fab). This shareware program from Fabrizio Oddone scans your drive and deletes every custom folder icon in just seconds.

A great companion to Folder Icon Cleaner is Oddone's CDIconKiller, a freeware control panel that suppresses the display of custom icons contained on CD-ROMs. You always can display the custom icons temporarily by holding down the Command key when opening a folder on a CD-ROM if you wish, but why would you want to go slow?

Myth The Fallen Lords ƒ



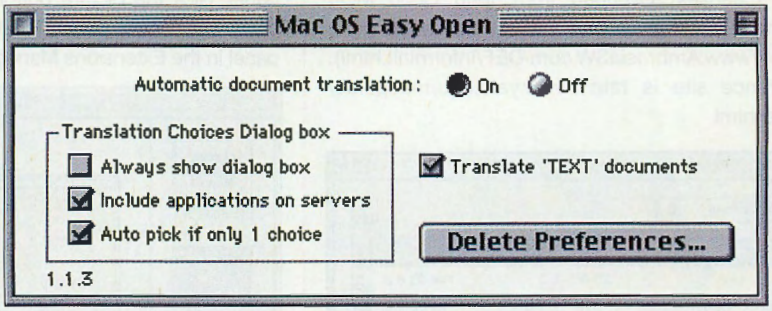
SpotCheck Tutorial



8

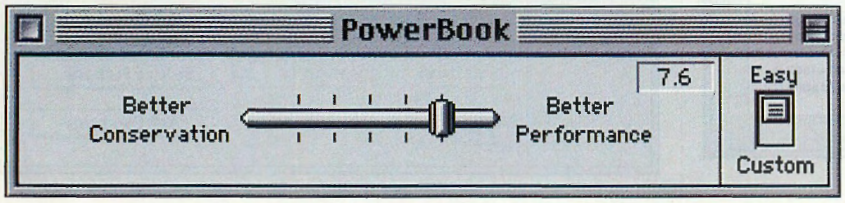
Use fewer colors—The more colors your Mac displays, the slower screen redraws become. For zippier redraws and scrolling, open the Monitors & Sound control panel and reduce the Color Depth setting.

9 **Let the Mac show you the way**—It used to be when you double-clicked an unknown document, all you'd see was an annoying alert box telling you "the application program that created it could not be found." Now orphaned documents can be opened with alternate applications. Open the Mac OS Easy Open control panel, and turn on Automatic document translation. Also, unmark the "Always show dialog box" checkbox, and mark the "Auto pick if only 1 choice" checkbox.



10 **Remove Startup Screen**—If you have a custom image that appears instead of the "Welcome to Mac OS" display during startup, open the System Folder, and remove the StartupScreen file. Reading this file into memory may take only a second or so, but it happens every time you turn on or restart your Mac.

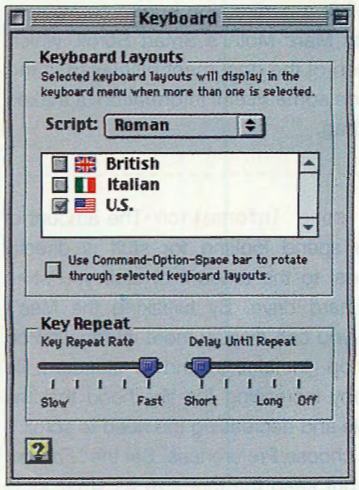
11 **PowerBook performance**—In the PowerBook control panel, move the slider over to Better Performance. No sense in worrying about battery conservation if you're plugged into a wall outlet.



12 **Use Startup Items**—Apple added the Startup Items folder to the Mac OS way back in 1991, but many people neglect to use it. If you always launch the same programs or open the same documents whenever you turn on your Mac, you should place aliases of these files in the Startup Items folder inside the System Folder. That way they are automatically launched when you turn on or restart the Mac.

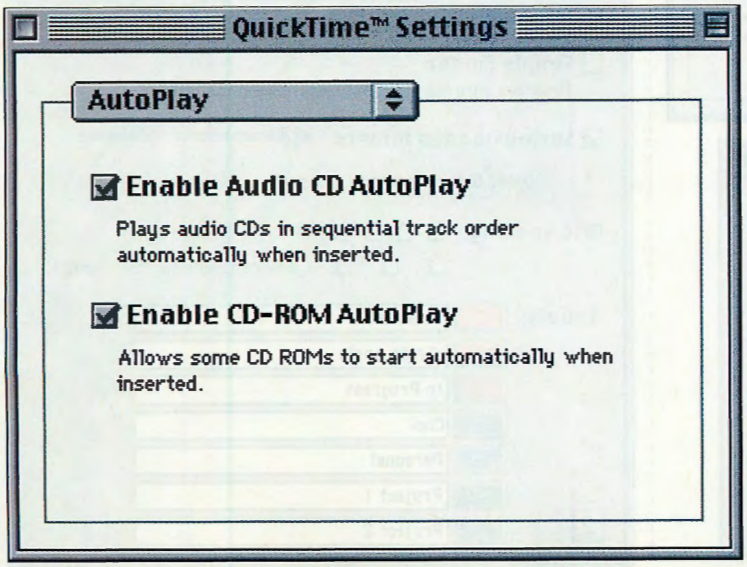
13 Use the '040 cache—If you are using a 68040 Mac, make sure the Cache Switch control is turned on. Motorola's 68040 central processing unit, first used in the Quadra series, employs a copy-back cache that differs from the write-through cache used in the 68030. Due to the differences in the way the two types of caches function, many older applications that did not follow Apple's development guidelines presented an alert box immediately upon launching on a Quadra, explaining that the application "unexpectedly quit" and listing an error code. Either that or the program would freeze once you attempted to invoke a specific function.

The '040 Cache Switch control panel lets you avoid problems by turning off the CPU cache altogether but effectively reduces performance by two-thirds. Because most developers long ago released updates to their applications to address the Quadra quandary, for maximum performance you should leave the control panel set to the On position unless you encounter a problematic program that you suspect is incompatible with the cache.



14 Speed up typing—In the Keyboard control panel, set the Key Repeat Rate to Fast and the Delay Until Repeat to Short. This way you don't have to wait long for characters to being repeating when you hold down a key, and you can enter a lot of characters quickly.

15 Enable AutoPlay—It's easy to miss some of the new features Apple slipped into the OS. Case in point: QuickTime Settings. Apple introduced AutoPlay as a new feature in QuickTime 2.5. To enable this feature, open the QuickTime Settings control panel, and mark the checkboxes. This way audio CDs start playing automatically when inserted; there's no need to launch AppleCD Audio Player first. Likewise, CD-ROMs that take advantage of AutoPlay feature launch automatically when inserted.



Hardware

Use memory interleaving—

Interleaving is a technique that some Power Macs use to eke out as much performance from memory as possible. Basically, if you install memory modules in pairs in matching slots, interleaving takes place automatically with these modules. For the interleaving to work, the modules must be the same size and speed (measured in megabytes and nanoseconds, respectively), preferably from the same manufacturer. It doesn't matter which slots you use, as long as the pairs are in matching slots (such as one module in slot A2 and another in slot B2). If you have an odd number of modules, the matched pairs are interleaved and the odd module isn't. The actual performance gain varies from computer to computer. In general, a Mac with a PowerPC 604 microprocessor, such as a Power Mac 8500 or 9500, gets anywhere from a 5 to 15 percent boost in performance. On Macs with a PowerPC 601, such as the Power Mac 7500, the performance gain isn't as great. Provided the cost of one large module isn't significantly cheaper than two modules of half the size, and you aren't running out of memory slots, I'd recommend buying and installing memory modules in pairs to take advantage of interleaving.

To find out if your Mac supports interleaving, use Newer Technology's GURU (http://www.newertech.com). If it displays a Configure Memory button in your Mac's window, you can use interleaving.

Rapid-fire rendering—

If your Mac has a 3D accelerator installed, check the following items to get the most out of the card:

In the Monitors & Sound control panel, make sure Resolution is set to 640 x 480 and that Color Depth is set to Thousands (16-bit) or any of the other modes that support 3D acceleration mentioned in the Technical Information booklet.

Make sure that your 3D application uses QuickDraw 3D. Some older programs don't rely on QuickDraw 3D for rendering and, therefore, can't be accelerated. Contact the vendor for a possible upgrade.

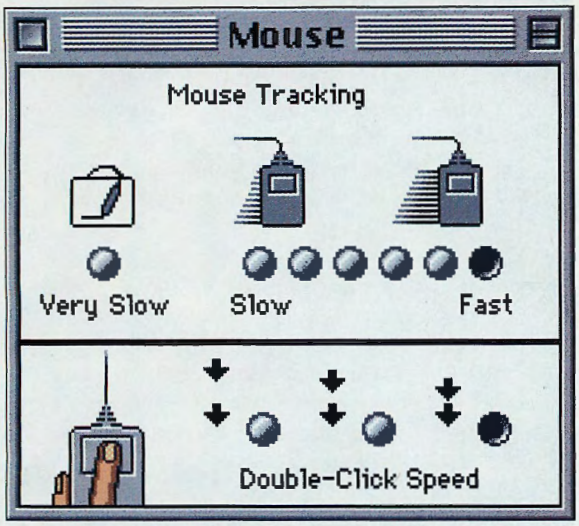
If the Control Strip is overlapping or touching the 3D window, move the window, or Option-drag the Control Strip to a new position.

Make sure hardware acceleration is turned on in your application. Some applications allow you to toggle acceleration; consult your application's documentation to determine the current setting.

Make sure the following files are in your Extensions folder: ATI 3D Accelerator, ATI Graphics Accelerator, and ATI Video Memory Manager.

User Interface

Speed isn't just about the operating system and the processor. Tweaking how the Mac OS user interface is configured can make a huge difference in how zippy your Mac feels.

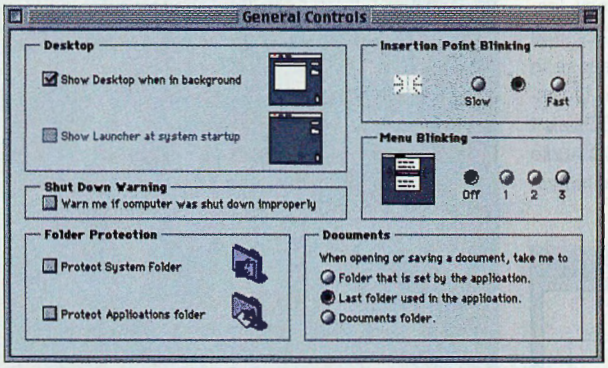


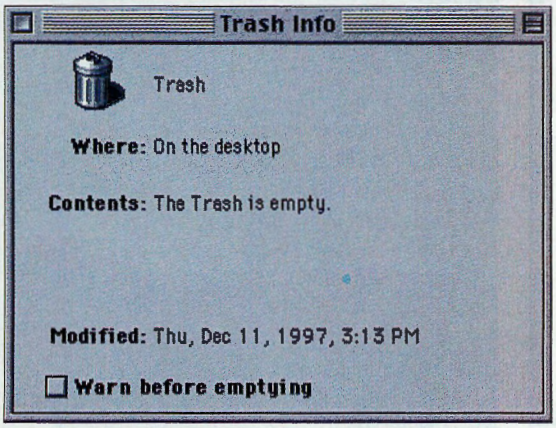
1 **Faster mousing**—You'd be amazed by how much time you spend moving the pointer around the screen. By making a few simple changes to the way you work with your mouse, you'll save lots of time and wear and tear. For starters, in the Mouse control panel, set Mouse Tracking to Fast so the cursor moves farther for every inch the mouse is rolled.

Next, install Snap-To from Trevden Sherzell. This little gem automatically centers the cursor over the default button of dialog and alert boxes, eliminating the need for you to take your hands off the mouse to press Return. Just click, and the cursor snaps back to its original position.

I also recommend DoubleScroll and Smart Scroll. From Edward Voas, DoubleScroll puts up and down arrows at the ends of every scroll bar, providing all the controls necessary to scroll in any direction in one convenient spot. This works well in conjunction with Marc Moini's Smart Scroll, which expands the scroll box to show the portion of the document displayed in the window. Not only does this visually provide some useful information, it makes the scroll box larger, and thus easier to drag.

2 **Turning off warnings**—If you're a relatively sophisticated user, you probably resent the Mac asking for confirmation of every little thing you do, so make it stop nagging you. In the Finder, select the Trash icon, press Command-I, then deselect the "Warn before emptying" checkbox. Now when you choose Empty Trash from the Special menu, the Mac won't ask you to confirm if you really want to permanently delete the files. Likewise, in the General Controls control panel, deselect the Shut Down Warning checkbox. Having the Mac crash is bad enough; having the Mac remind you of that fact on subsequent restarts is just adding insult to injury.

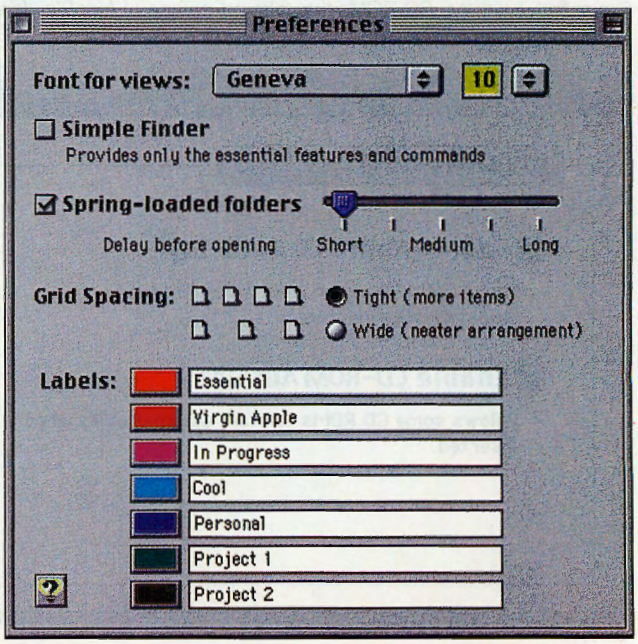




3 **Display more information**—The amount of time you spend looking for stuff is directly proportional to the amount of stuff you store on your hard drive. By tweaking the Mac's interface, you can display more information on the desktop, in folders, and in standard file selection dialog boxes, thereby increasing the likelihood that the item you want is already visible and decreasing the need to scroll.

In the Finder's Edit menu, choose Preferences. Set the "Font for views" to whatever you like, but keep the font size as small as is reasonably possible. This allows more items to appear in a given window. Likewise, set the Grid Spacing to Tight so that more items are displayed in a given amount of screen real estate.

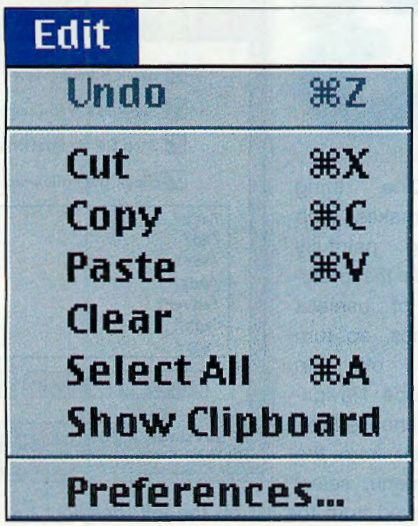
Finally, use James Walker's Dialog View control panel to expand the standard Open and Save dialog boxes to fill the screen. With more files listed in these dialog boxes, the need to scroll to find what you want is greatly reduced.



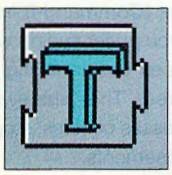
4 Generally speaking—In the General Controls control panel, turn off Menu Blinking. Now every time you choose something from a menu, instead of wasting time blinking the selected menu item, the Mac immediately executes your choice.

While you have the General Controls control panel open, choose the Documents option that defaults open and save dialog boxes to "Last folder used in the application." Chances are the last folder used is the one you're going to want to use again and again, so why not make it the default and save yourself the trouble of manually navigating through the Open and Save dialog boxes?

5 Stop cutting and pasting—In the early 1980s, the Mac popularized the time-saving concept of cutting and pasting text and other objects within documents and across applications. No doubt about it, cutting and pasting is a great way to move data around, but it's no longer the best way. Instead, you should look for and use programs that support dragging and dropping because it's far more efficient. For example, to execute a typical cut and paste operation, you first make your selection, choose Cut from the Edit menu (or press Command-X), move the insertion pointer to the new location, then choose Paste from the Edit menu (or press Command-V). The same thing can be accomplished with half as many steps using drag and drop. After making a selection, drag it to its new location and release the mouse button to drop it into place.

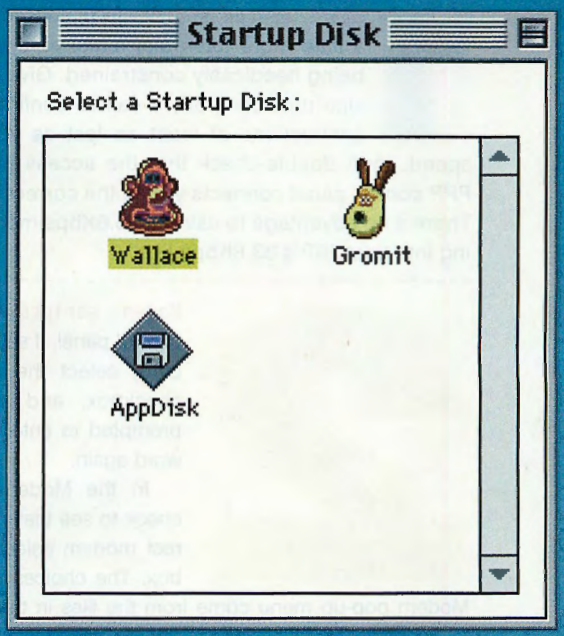


6 A cool drink of tea—Instead of copying and pasting uniform resource locators (URLs) from email messages and other documents into your browser and then pressing Return, use the ICeTe extension, which is part of Internet Config. Whenever you Command-click a URL, the browser of your choice automatically opens and jumps to that page. Also, you can Command-click email addresses and open your favorite email program with an empty message addressed to the recipient.



Hard Drive

Specify a startup disk—If you haven't specified a startup disk (a flashing question mark inside a disk icon is a good indication that nothing is selected in the Startup Disk control panel), it may take your Mac a while to figure out what volume to use at startup. Speed things up by opening the Startup Disk control panel. Select the internal hard disk as the Startup Disk (if you have no other drives, it should be the only icon available), close the control panel, and choose Restart from the Finder's Special menu. Keep in mind that if you ever reset the Parameter RAM (PRAM), you must respecify your startup disk again.



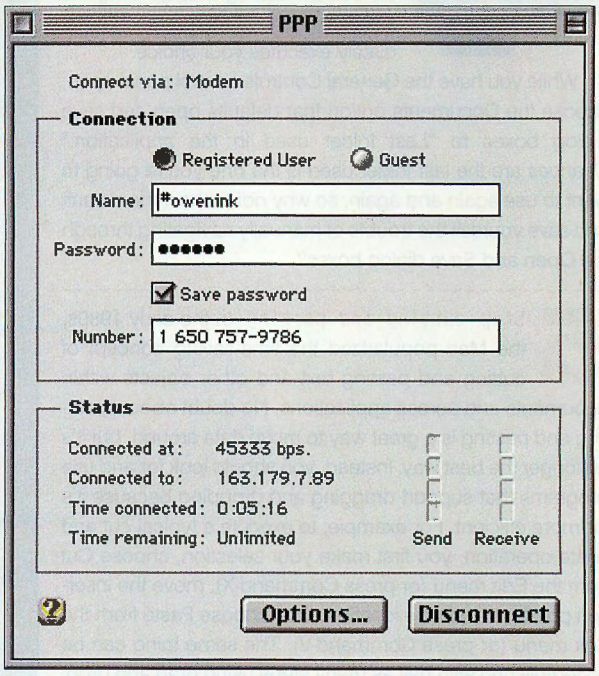
Partition your hard drive—Partitioning one large drive so that it appears as several smaller volumes on the desktop makes sense in some circumstances, but it's not for everyone. Partitioning makes the most sense is if you have a very large hard drive with a tremendous number of very small files. Due to an inefficiency in the Mac's filing system, the larger the drive, the larger the minimum file size, resulting in wasted space. By partitioning your drive, you reduce the minimum file size and reclaim some of this wasted space. Furthermore, you can maximum performance by keeping your most frequently used files on the outermost partition (the one created first). Hard drives spin at a constant speed no matter where the read/write head is positioned. Because every sector on a drive is the same size and more sectors can fit on the physically larger outer tracks than the inner tracks, drive performance usually is best when accessing the outer tracks. To partition a SCSI hard drive, you need a utility such as Apple's HD SC Setup 7.3.5 or later, whereas IDE drives require Apple's Drive Setup (both are included with the Mac OS).

Defragment your hard drive—If your once-speedy hard drive seems to have slowed over time, you're not mistaken. During the normal course of work, files are written to disk wherever there's free space, a bit here, a bit there. The more files you delete and write, the worse it becomes. Reading fragmented files is time consuming because the hard drive heads must move about the disk surface gathering the bits and pieces. Defragging your hard drive essentially rewrites theses bits and pieces into nice long contiguous blocks so that they can be read more efficiently. Theoretically, this improves data access, but in practice, the improvement is noticeable only on severely fragmented drives with little free space available. Still, defragmenting makes sense when you need your hard drive to be operating at peak performance, such as when burning CDs or capturing/compressing video. As for products that defrag, FWB Software's Turbo ToolKit (415-463-3500, http://www.fwb.com) contains a defragger called TurboDisk, Symantec's Norton Utilities (800-441-7234, http://www.symantec.com) has one called Speed Disk, and Alsoft (800-257-6381 or 713-353-4090) makes one called DiskExpress Pro.

Networking

Like it or not, it's a networked world in which your Mac lives, and changing how your Mac talks (or doesn't talk) to others can make it work faster, too.

1 **Start at the source**—To make the World Wide Wait a little more tolerable, make sure your modem isn't being needlessly constrained. Give your Internet service provider (ISP) a call to confirm that it supports connections at least as fast as your modem's top speed, then double-check that the access number set in the PPP control panel connects you to the correct bank of modems. There's no advantage to using a 56.6Kbps modem if you're dialing into your ISP's 33.6Kbps line.

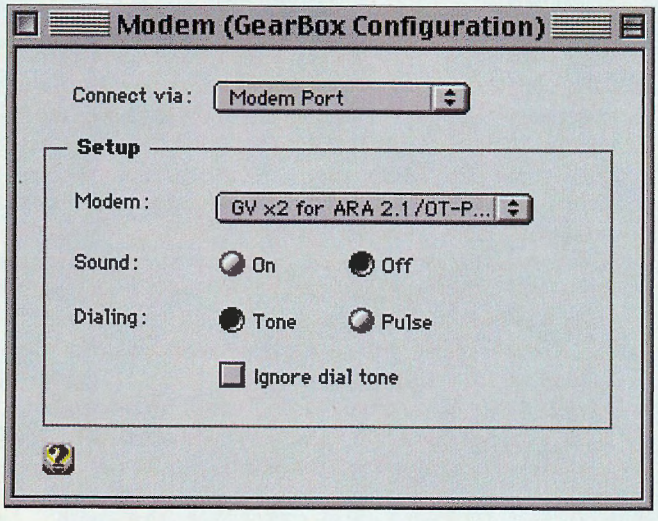


2 **Modem scripts**—Also in the PPP control panel, if security isn't a concern, select the Save password checkbox, and you'll never be prompted to enter your PPP password again.

In the Modem control panel, check to see that you have the correct modem selected in the Setup box. The choices presented in the Modem pop-up menu come from the files in the Modem Scripts folder inside the Extensions folder and were installed as part of the Apple Remote Access or Open Transport packages. These scripts tell the Mac how to communicate with different types of modems, setting their initialization strings, speaker volume, data compression schemes, and error correction standards. If there's no script for your modem, obtain one directly from your modem vendor. As a last resort, you can try creating your own with the Apple Modem Script Generator (http://www.info.apple.com/swupdates).

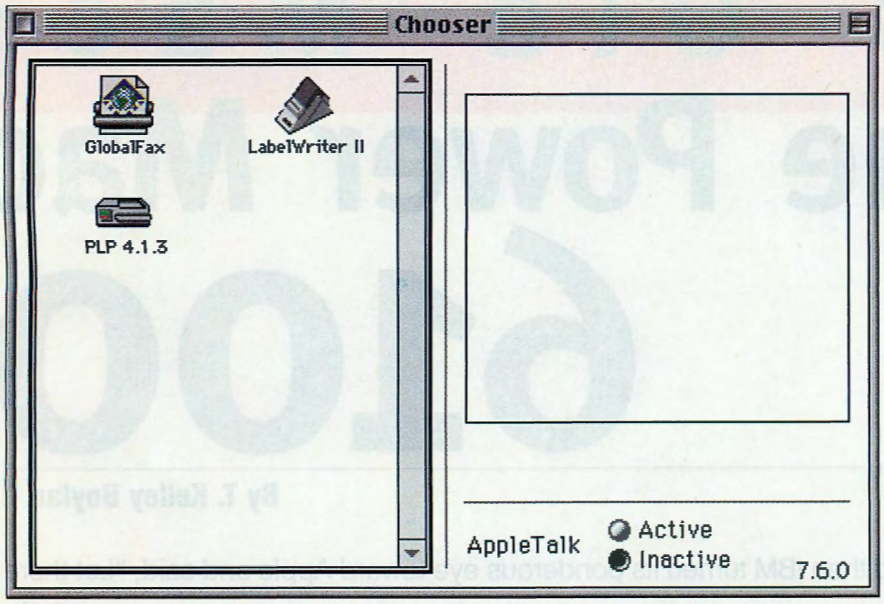
Also in the Modem control panel, choose Tone dialing if you have Touch-Tone service. Pulse dialing takes longer and isn't necessary for most phone systems.

For traditional telecommunications programs that don't use Open Transport, check the modem preference settings in the application itself. If your modem supports error correction, turn it on, and use the most efficient data compression scheme available. Also, set the baud rate as high as it will go, even if in excess of what your modem can handle. During connection negotiations, the two modems will settle on the highest possible transfer rate.



3 **Surf with images off**—One thing that makes Web surfing painfully slow is the profusion of useless graphics, so turn them off. In Netscape Navigator 4, choose Preferences from the Edit menu, select Advanced from the list on the left, deselect the "Automatically load images" checkbox, then click OK. Now Web pages will draw much more quickly because there's no need to download and display graphics. If you ever need to see the graphics on a particular page, simply click the Images button in the toolbar. To do the same in Microsoft Internet Explorer 3, choose Preferences from the Edit menu, select Web Content from the list on the left, and deselect the "Show pictures" and "Show video" checkboxes. To see graphics on an ad hoc basis, choose Load Images (Command-I) from the View menu.

If you prefer surfing with graphics turned on but still want a way to screen out annoying advertisements, use Steve Falkenburg's WebFree. This shareware control panel stifles blinking text, suppresses cookies, stops GIF animations, and, best of all, blocks advertisements.



4

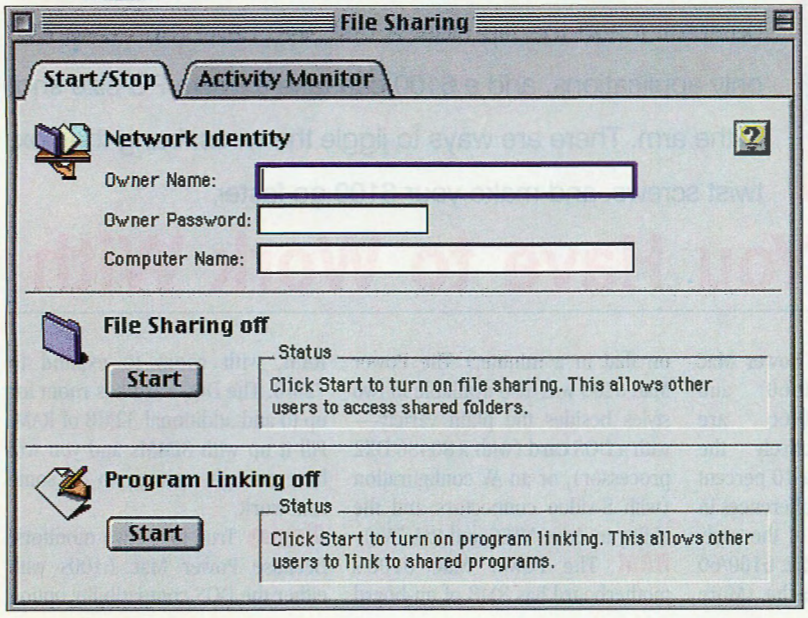
Avoid the Chooser—Instead of making time-consuming trips to the Apple menu to open the Chooser and then change printers, use Kerry Clendinning's PrintChoice or Brookline Software's PrinterSwitch (http://www.brooklinesw.com). These nifty shareware utilities allow you to avoid the Chooser altogether. PrintChoice places a small printer menu in the menu bar, and PrinterSwitch even comes with a Control Strip module.

5

Turn off AppleTalk—If your Mac isn't connected to an AppleTalk network, open the Chooser and select the Inactive radio button. This prevents the Mac from wasting time during startup looking fruitlessly for a nonexistent network.

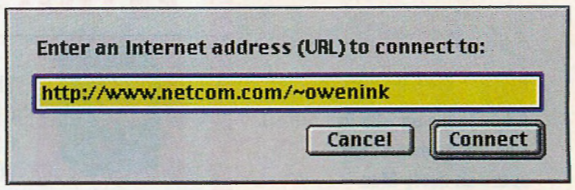
6

Turn off file sharing—Likewise, if you aren't on a network, open the File Sharing control panel and make sure both File Sharing and Program Linking are turned off. When on, these features suck up CPU time by checking the network and the file system unnecessarily.



7

Hack the Connect To default—New in Mac OS 8 is the Connect To option in the Apple menu that allows you to jump to places on the Web. Unfortunately, the default URL takes you to Apple's home page. If there's somewhere else you'd rather go by default, launch ResEdit, and choose Get File/Folder Info from the File menu. Locate a copy of Connect To, and click Get Info. In the window that appears, change the change the Type from APPD to APPL (effectively making the application an editable AppleScript document again), then quit ResEdit, saving your changes. Launch Apple's Script Editor, and open the modified Connect To file. Not far from the top, there's a line that begins "set default URL to." Change the default Apple home page URL to whatever you like, then quit Script Editor, saving your changes. Returning to ResEdit, change the modified Connect To file's type back to APPD, select the Use Custom Icon checkbox, then quit and save your changes. The next time you choose Connect To from the Apple menu, it'll sport your default URL instead of that for the Apple home page, so all you need to do is press Return, and you're on your way.



Owen W. Linzmayer is a San Francisco-based freelance writer who doesn't believe anyone really reads author bios such as this. He can be reached at <owl@bigfoot.com> or <http://www.netcom.com/~owenink>.

This Old Mac: The Power Mac 6100

By T. Kelley Boylan

Hot Tip:
The 6100 DOS model has a PC game port so you can attach the joystick of your choice.

And then IBM turned its ponderous eye toward Apple and said, "Let there be Power." And there was. IBM rolled the RS/6000 workstation out its big blue doors and into Apple's multicolored labs, and with Motorola as midwife, the PowerPC 601 RISC chip was born. A RISC (reduced instruction set computing) chip is fast because it has fewer instructions to handle than a CISC (complex instruction set computing) chip. Fewer instructions means simplicity; simplicity means faster processing.

Still, the original 601 chip on which the 6100 is based isn't quite as RISCy as it could be (it has extra instructions for compatibility), and it's a tad slower than it should be. What's the point of a slow 601 chip? You may love your 6100, but it's not particularly fast, especially with older versions of the Mac OS and non-Power-Mac-native applications. A fast 68040-based Mac can even outscroll it. On the flip side, a fast '040 can't run PowerPC-only applications, and a 6100 can take a PowerPC-size shot in the arm. There are ways to jiggle the wires, bang the box, twist screws, and make your 6100 go faster.

Photos courtesy of Apple Computer Inc.

What You Have to Work With

Hot Tip:
Apple keeps up with its own old hardware. For specs on every Mac ever made (but not being made anymore), go to http://product.info.apple.com/productinfo/specsheets.

The Power Mac 6100/60 and 6100/66 are effectively the same Macs except for a 10 percent CPU speed bump and differences in Level 2 cache. A few of the early models of the Power Mac 6100/60 didn't have a 256K L2 cache. (More on that in a minute.) The Power Mac 6100 was also available in two styles besides the plain variety—with a DOS card (with a 80486 DX2 processor), or an AV configuration (with S-video connectors and the ability to drive NTSC and PAL TVs).

RAM The Power Mac 6100's motherboard has 8MB of on-board RAM, with room to expand to 72MB. The DOS card has room for up to and additional 32MB of RAM. Fill it up with SIMMs and you will have enough memory to do some real work.

Display True joy—two monitors! Because Power Mac 6100s with either the DOS compatibility option

or the AV option shipped with two monitor cards, these models can handle two displays, thus doubling your workspace.

The original 6100 uses DRAM for its video, with 32,768 colors on a 640-x-480 monitor. The AV model is expandable to 2MB of VRAM, which means millions of colors on a 17-inch display. The DOS card has 512K of RAM for DOS and Windows and is not expandable.

Slots The 6100 has one and only one PDS (processor direct slot). It's faster than a NuBus slot because it goes straight to the processor, but it is more difficult to find a PDS card than it is a NuBus card.

Networking Ethernet's built in on the 6100, though you will need a transceiver to connect to a network. Several networking companies make them. LocalTalk's also built in, as in every Mac.

How to Expand

Make it fast

Upgrade Cards There are cards and there are cards, but the only cards you need consider these days are from Newer Technology (http://www.newertech.com) and Sonnet Technologies (http://www.sonnettech.com). For between $500 and $1,500 you can pick up as much as an 800 percent speed increase. Newer's model in particular looks like a bargain. These cards aren't on the streets as of this writing, but if they perform as advertised, this is flat out *the* way to upgrade. Slide the card in your PDS slot, drop an extension in the System Folder, reboot, and you're up, up, and away! Is it as fast as a new G3? According to specs from the company, yes, but again, these products aren't in the collective sweaty palms of the consuming public yet.

CPU Acceleration OK, let's say you don't have hundreds of dollars to spend. The cheapest way to speed up a 6100 is a clock accelerator, pushing it from the starting 60MHz to as high as 84MHz for about $50. All things considered, you'll get about a 25 percent speed bump. It's cheap, effective, and fairly easy to install. Manufacturers include Output Enablers, Newer Technology, KS Labs, and Sonnet Technologies.

Not all 6100s are happy at high clock speed. If you've tweaked and tuned to slower speeds and your Mac still won't go, there is an easy fix; pop out the clock accelerator and send it back to the company from whence it came.

Output Enablers (http://www.io.com/~oe/Products_info.html) sells one of the least expensive clock accelerators for $50. Just clip it onto the oscillator chip on the Mac's motherboard.

Newer Technology (http://www.newertech.com) no longer makes accelerators for the 6100, but they are still available on the used market. Prices vary wildly depending on the vendor, so shop carefully.

KS Labs' (http://www.msys.net/kslabs/products.html) model is a little more expensive at $59.99, but it's adjustable. You can speed or slow the accelerator without swapping oscillator chips. If your Mac starts crashing, just slow it down until it's stable.

Sonnet Technologies' (http://www.sonnettech.com) accelerator is pretty much like the others: a clip-on accelerator (it, too, includes a fan). How much? Again, about $50.

The easiest way to speed up the DOS card is to buy it its own RAM, a full 32MB SIMM (72-pin) does the trick. It'll no longer steal RAM from your Mac, and all applications will run faster.

Caching In Level 2 cache cards can make an old Power Mac 6100 fly, but they don't always go well with clock-chipping. Reports vary, but you should see a speedup with a bigger cache. Most Power Mac 6100s shipped with a 256K version. As of this writing, Mac Gurus (http://www.macgurus. com) has a 1MB L2 cache for about $140. The L2 Cache Company (http://www.mindspring.com/~l2co) has one for $114, so shop around. Use your favorite search engine to find L2 cache on the Web, which shouldn't be a problem—there are hordes of cache makers.

Display The Power Mac 6100's standard video connector is not exactly standard. It's called an HDI-45 connector, and unless you have one of a very few Performa monitors with that connector, you'll need an adapter. Apple part 972-0721 transmutes the HDI-45 connector to a standard DB-15 connector.

You can't expand the DOS card's video RAM (VRAM), nor can you expand the host Mac's VRAM. As long as you have the DOS card installed, your Power Mac 6100 can only take advantage 640K of VRAM. The 6100 used System memory for its video (where most modern Macs have separate memory for video), which means that even that 640K of video memory is borrowed from the System's DRAM—there is no separate chip for video.

The AV model doesn't suffer from this limitation. Because of the AV card, an AV model is expandable to 2MB of VRAM, so if you're doing serious color work, bump up the VRAM to the max. Realistically, though, you need only thousands of colors. If, however, you're doing high-end image editing, forget the RAM. Buy a bigger Mac. Apple makes a Power Macintosh AV card (part number

Hardware Sources

Accelerators and Caches

KS Labs
614-374-5665
http://www.msys.net/kslabs/products.html

The L2 Cache Company
770-641-9650
http://www.mindspring.com/~l2co

Mac Gurus
302-369-9393
http://www.macgurus.com

Newer Technology
800-678-3726
http://www.newertech.com

Output Enablers
510-841-4883
http://www.io.com/~oe/Products.html

Sonnet Technologies
800-786-6260
http://www.sonnettech.com

Video

Griffin Technology
800-986-6578
http://www.nashville.net/~griffin

MacAdapt
510-525-0789
http://www.macadapt.com

Sony Computer Products
800-352-7669
http://www.sony.com

Networking

Netopia
800-759-7761
http://www.netopia.com

The Ever-Sought PDS Adapter

It's not easy to find, but you do need it if you want to slide a PDS card into your Mac. It lets a standard PDS card fit sideways in the 6100's case. It can be had for around $40 in the used-hardware market (Apple part #922-0768).

Used-hardware Sources

The Computer Exchange
800-304-4639
http://www.compexch.com

DataTech Remarketing
800-281-3661
http://www.datatech-rmkt.com

GE Capital Computer Remarketing Services
800-431-7717
http://www.geremarketing.com

Hawke Business Systems
800-875-2610

MacResQ
888-44-RESCUE or
510-689-9488
http://www.macresq.com

Pre-Owned Electronics
800-274-5343

Sun Remarketing
800-821-3221
http://www.sunrem.com

M3447LL/A) that, with the aforementioned PDS adapter, will display millions of colors on a 17-inch monitor. It's on the used market, and if it costs more than $200, save your money. If you can find it cheap, go for it.

For a vast array of details on Mac monitors and adapters, check out Griffin Technology at http://www.nashville.net/~griffin.

Storage Need space? Either plug an external drive into your Mac's SCSI port or swap out the internal hard drive. The Power Mac 6100 is SCSI-only, so if you buy a new drive, be sure it's not an IDE drive. Buy as vast and fast a drive as you want or need. If you upgrade to a newer Mac later, you can take the drive along.

RAM If you buy RAM, make sure it's 72-pin and at least 70 ns (nanoseconds). Faster RAM costs more and is no faster from the Mac's point of view, so don't push for 60 ns. Plug in as much as you need, up to the 72MB ceiling. You can add one or two SIMMs.

You can't move SIMMs into newer Power Macs, so don't overspend. Always compare RAM prices before you buy, and to compare, check out the Mac Resource Page at http://www.macresource.pair.com. It lists a slew of vendors all in one electronic spot.

DOS Details All the details on DOS cards is beyond the scope of This Old Mac, but there are plenty of tidbits available at these two sites: http://pw2.netcom.com/~sgulie/doscardfaq.htm and http://saratoga.tmnet.com.my/macdoscard. Check them out for all kinds of tips on using your Mac's DOS card.

Software System software's easy: Get Mac OS 8. Then again, maybe not. Connectix Speed Doubler is a dandy tool that'll make your machine move much more quickly, and it provides several features of Mac OS 8. As of this writing, the Mac OS 8-compatible version of Speed Doubler, Speed Doubler 8, was just released by Connectix. And, with the better emulation provided by Speed Doubler 8, you should notice a nice jump in speed when using non-native software.

Also, do be sure your software is PowerPC native—because non-native software has to be emulated, and since the Power Mac 6100's 601 isn't blindingly fast, you're paying a double penalty if you use old 68K code.

Finally... Although the Power Mac 6100 is the lowest-end Power Mac, it's also conveniently small and has considerable upgrade potential. Need to do high-end video editing? Well, maybe not. But need a Web server? It's the perfect box. And for surfing the Net, writing letters and memos, and general computing, it's right at home.

T. Kelley Boylan is a Mac administrator who owns and uses Macs exclusively.

http://www.imaginezone.com

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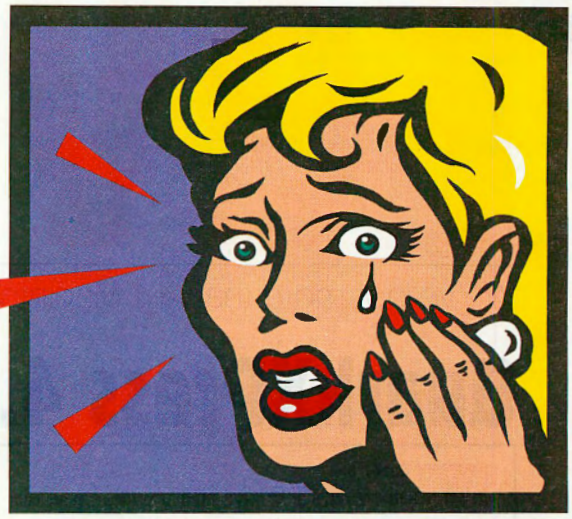
a new way of publishing

Hard Disk ToolKit 2.5
Now Shipping!

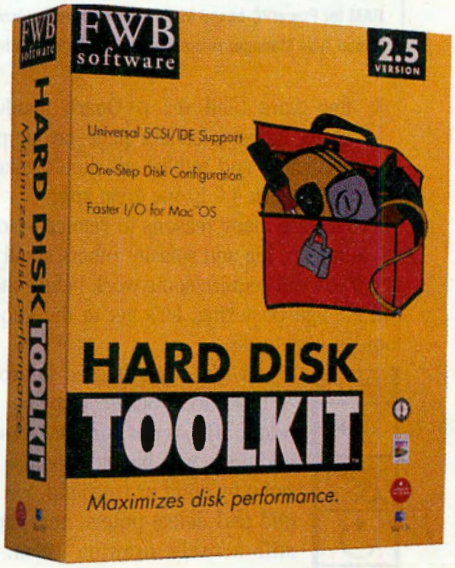
OH NOOOOO!

We've upgraded to MacOS 8.0! And now the boss wants stronger security, crisis control, and assurance that our data is safe.



But wait...

NOW SHIPPING!



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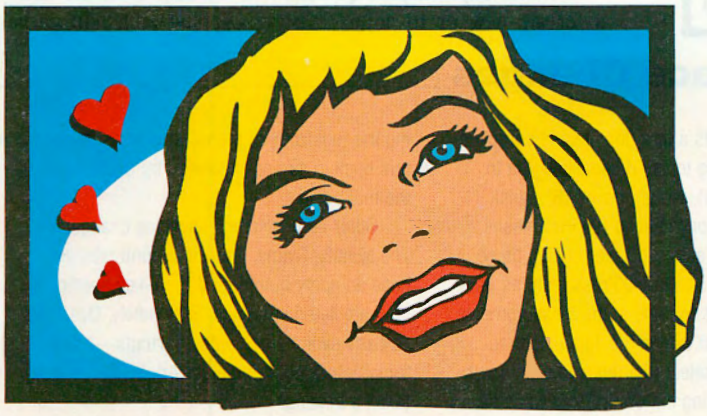

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reviews

We've got more than 14 Macintosh products to help you stay relevant.

FREAKIN' AWESOME
The most valuable products, the coolest gizmos.

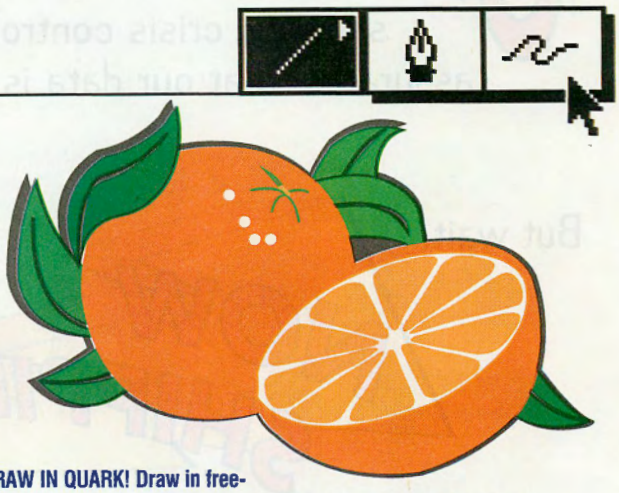
SPIFFY
A solid offering. Overall, a good investment.

YEA, WHATEVER
A few good features, but generally a waste of time and money.

BLECH!
We hate to even blotch our pages with the thing.

QuarkXPress 4.0

COMPANY: Quark
CONTACT: 800-676-4575 or 307-772-7100, http://www.quark.com
PRICE: $995 (SRP)
REQUIREMENTS: 68020 or faster; System 7.1 or later for 68K-based Macs, System 7.1.2 or later for PowerPC-based Macs; 5MB of application RAM for 68K-based Macs (8MB or more recommended), 8MB of application RAM for PowerPC-based Macs (10MB or more recommended); CD-ROM drive; Adobe Type Manager recommended for Type 1 fonts



DRAW IN QUARK! Draw in free-hand fashion or point by point with QuarkXPress 4.0's Bézier tool.

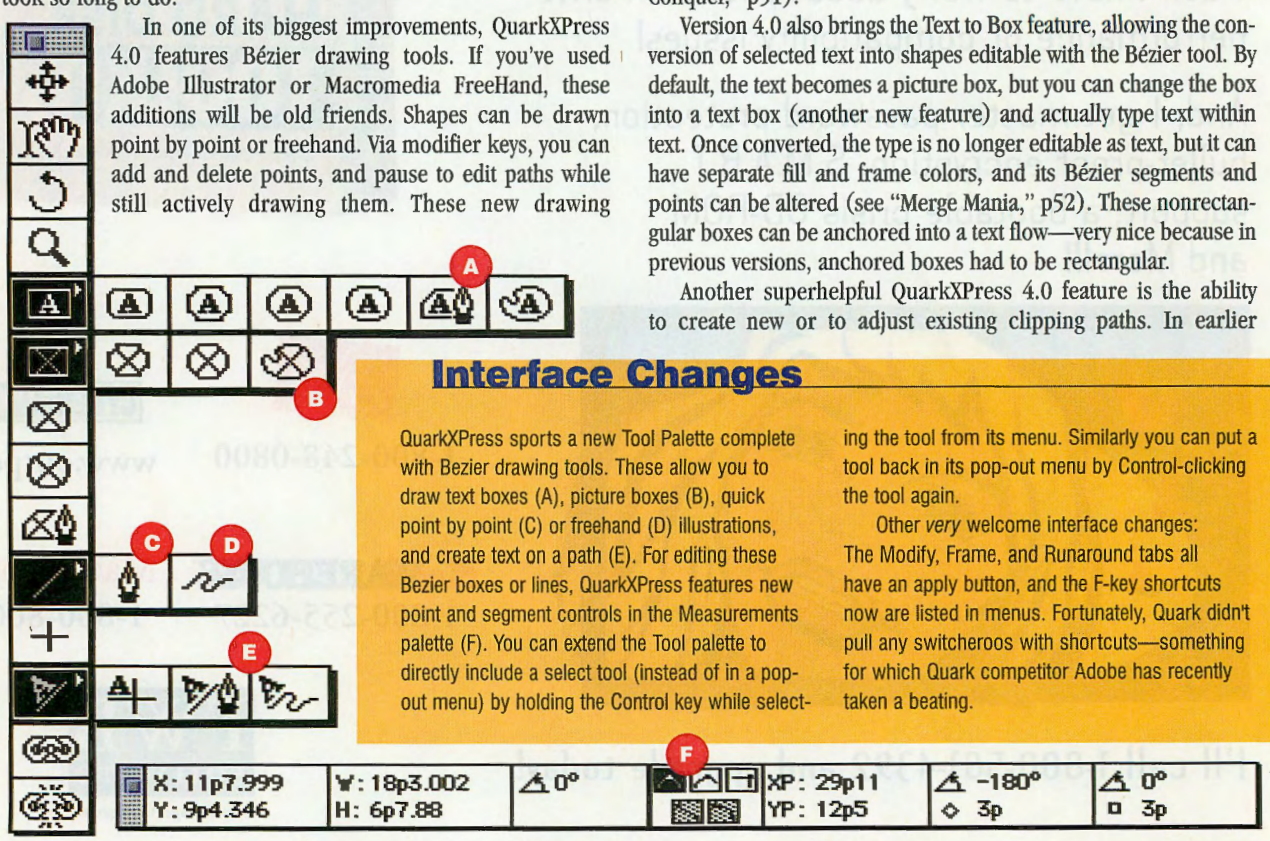
After years (and years) Quark finally released version 4.0 of its industry-leading page layout program, QuarkXPress. Designers and publishers should take a moment to scream "hurrah!" Quark 4.0 is one great app.

There are many reasons to rejoice—some 80 new reasons in all. Some are big and splashy, others small and easily overlooked; and a few will require some work before they become truly useful. But enough posturing, let's get to the goods. Here's what Quark took so long to do.

In one of its biggest improvements, QuarkXPress 4.0 features Bézier drawing tools. If you've used Adobe Illustrator or Macromedia FreeHand, these additions will be old friends. Shapes can be drawn point by point or freehand. Via modifier keys, you can add and delete points, and pause to edit paths while still actively drawing them. These new drawing features can work in conjunction with QuarkXPress' new Merge commands to quickly create complex shapes (see "Divide and Conquer," p51).

Version 4.0 also brings the Text to Box feature, allowing the conversion of selected text into shapes editable with the Bézier tool. By default, the text becomes a picture box, but you can change the box into a text box (another new feature) and actually type text within text. Once converted, the type is no longer editable as text, but it can have separate fill and frame colors, and its Bézier segments and points can be altered (see "Merge Mania," p52). These nonrectangular boxes can be anchored into a text flow—very nice because in previous versions, anchored boxes had to be rectangular.

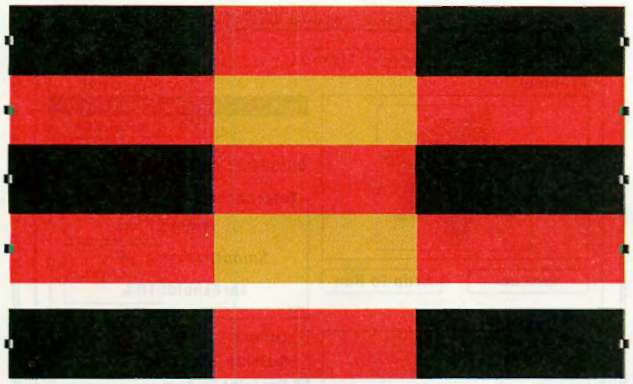
Another superhelpful QuarkXPress 4.0 feature is the ability to create new or to adjust existing clipping paths. In earlier



Interface Changes

QuarkXPress sports a new Tool Palette complete with Bezier drawing tools. These allow you to draw text boxes (A), picture boxes (B), quick point by point (C) or freehand (D) illustrations, and create text on a path (E). For editing these Bezier boxes or lines, QuarkXPress features new point and segment controls in the Measurements palette (F). You can extend the Tool palette to directly include a select tool (instead of in a pop-out menu) by holding the Control key while selecting the tool from its menu. Similarly you can put a tool back in its pop-out menu by Control-clicking the tool again.

Other *very* welcome interface changes: The Modify, Frame, and Runaround tabs all have an apply button, and the F-key shortcuts now are listed in menus. Fortunately, Quark didn't pull any switcheroos with shortcuts—something for which Quark competitor Adobe has recently taken a beating.



THIS CHECKERBOARD PATTERN was made with horizontal rules. We drew the first rule, assigned a hefty width, and called up Item/Modify to specify the Dotted line style. We then assigned line and gap colors. Below the checkerboard, we pulled a single line away from the rest.

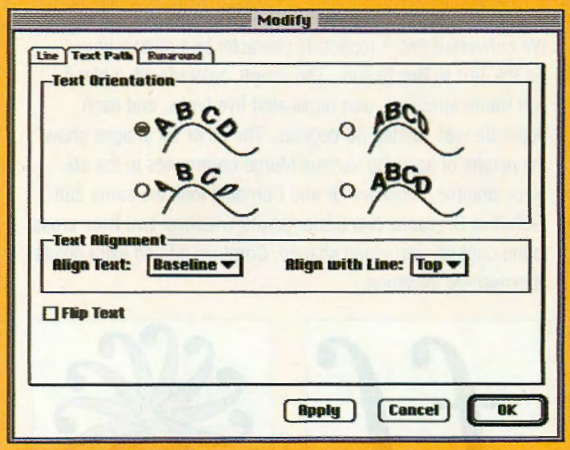
versions, you were forced to switch to and from Adobe Photoshop when working with paths. QuarkXPress 4.0 not only creates paths, it reads paths saved in Photoshop files, and, if more than one was saved, it allows you to choose which path will clip the image.

A third great addition to QuarkXPress' arsenal is the ability to set text on a path. This feature gives versatility in placing text and even allows text paths to be part of linked text chains.

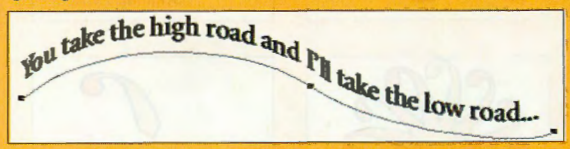
Slightly less glamorous but still great is the program's new tool for working with long documents: the Book feature. This tool might be overlooked by those who don't produce books, catalogs, magazines, or other multichapter documents, but if you regularly create documents that must all use the same style sheets, H&J settings, colors, lists, and dashes and stripes, you'll want to check it out. With the Book feature, you can specify one document to be a Master Chapter and synchronize all other documents in your "book" to match its settings.

Quark has made many other, more subtle additions. Dashes & Stripes may not sound particularly exciting, but it's wonderful for

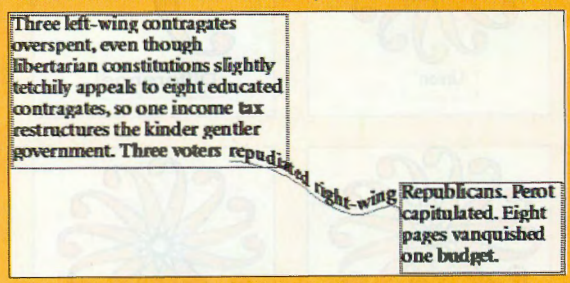
Text Tracks



YOU GET FOUR ORIENTATION OPTIONS for text set on a path, but we suspect only the top two (the feature default and ribbon) will get regular use.

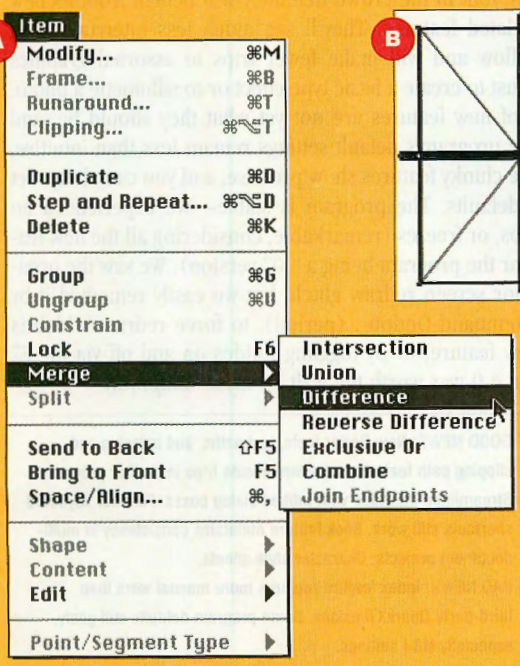


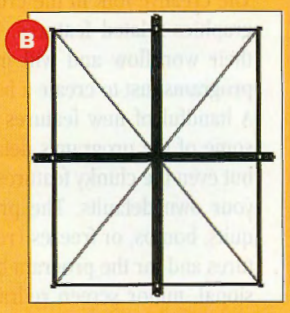
THIS IMAGE SHOWS TEXT set on a path with ribbon orientation.

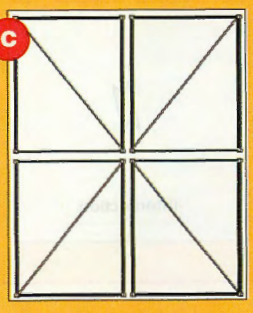


A TEXT PATH even can be in the middle of a linked text chain.

Divide and Conquer





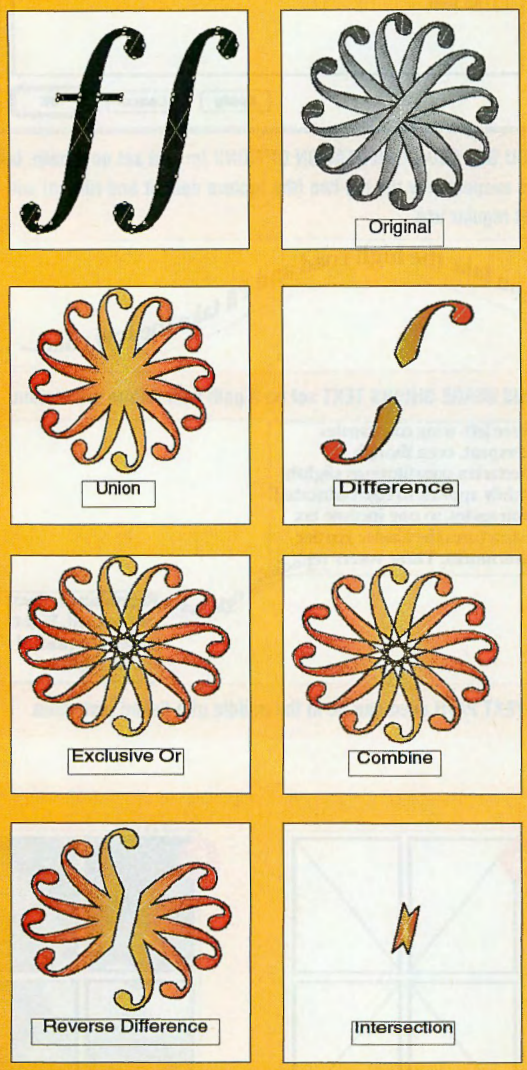


Use QuarkXPress' new Merge feature (A) to divide a photo. Start with two rules drawn atop a plain rectangular picture box to carve the box (B)—with the Merge/Difference command—into a "window" picture box (C). Although there appear to be four boxes, they function as one to contain the sky photo (D).

Two Split commands are new to QuarkXPress: Outside Paths and All Paths. Applying either one to the window pane picture box separates each pane into a stand-alone picture box, with each box containing the full, placed image (E).

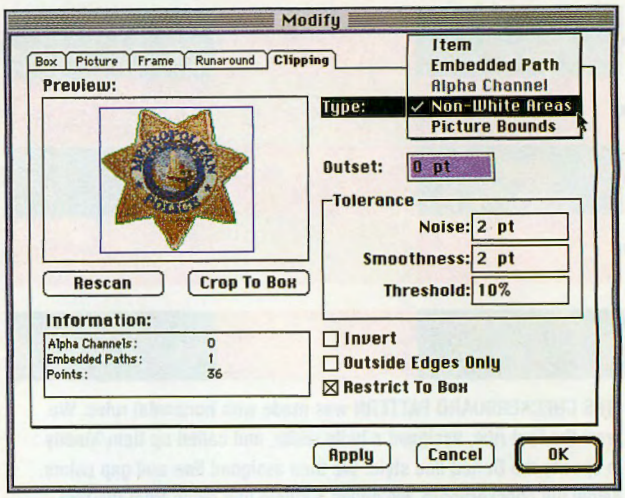
MERGE MANIA

We converted this *f* (option-f) character to a picture box via the Text to Box feature. The shape, colored with a blend and frame specified, was duplicated five times, and each duplicate was rotated 30 degrees. The other six images show the results of applying various Merge commands to the six-piece graphic. Exclusive Or and Combine look the same, but Exclusive Or places two Bézier points wherever two lines cross in the original, unmerged shaped. Combine ads no extra points at crossover locations.



anyone who has ever wanted to have a real, non-bitmapped coupon frame or for those who have wished to create their own striped or dashed rules and frames. Also, when specifying a frame, you now can specify a color for the *gap* (the white or transparent portions between frame lines or dash segments) as well as for the solid part of the frame or rule style.

Resizing grouped items no longer requires the aid of a QuarkXTension. Commercial, third-party QuarkXTensions give a great deal more control, especially over the resizing of item contents, but this new feature will be a big boon to many users. Hopefully, Quark will add better content resizing control in a future version.



QUARKXPRESS' NEW CLIPPING PATH ability can form clipping paths from alpha channels saved with an image or simply based on all non-white areas of an image. A little experimentation may be necessary to get settings right for each image, but you always can manually adjust the path after it is created, moving, adding, and deleting points as you see fit.

The company also enhanced Color features by adding support for Apple's ColorSync, high-fidelity Hexachrome color, and the ability to create multi-ink colors. The last item is something that longtime designers used to do regularly in the ages B.C. (before computers). Overprint two or more spot colors, and you create the illusion of printing with more colors (a trick for tight print budgets and a fun, creative challenge). Yes, there are workarounds for achieving the effect without version 4.0's multi-ink ability, but they're not WYSIWYG and hardly could be classified as fun.

Lists and Index features now are part of QuarkXPress. The Lists feature allows compiling lists of text tagged with a specific style sheet, handy for (among other things) creating a table of contents. The Index feature, while welcome, is weak; we hope to see improvement in later program versions. It requires more manual work than more-powerful, third-party indexing QuarkXTensions.

QuarkXPress 4.0 takes page layout software a step forward. The creative folk in the crowd definitely will benefit from its new graphics-related features. They'll see much less interruption in their workflow and will make fewer trips to assorted graphics programs just to create a basic type effect or to silhouette a photo. A handful of new features are not yet what they should be, and some of the program's default settings remain less than intuitive, but even the clunky features show promise, and you can always set your own defaults. The program is stable—we experienced no quits, bombs, or freezes (remarkable, considering all the new features and for the program being a ".0" version). We saw the occasional, minor screen redraw glitch, but we easily remedied it by pressing Command-Option-. (period), to force redraw, which is another new feature, or by toggling Guides on and off via the F7 key. Version 4.0 was worth the wait. —*Elyse Chapman*

GOOD NEWS: New Bézier tools, text paths, and merging and clipping path features cut down on side trips into other programs. Streamlined interface with tabbed dialog boxes. Familiar keyboard shortcuts still work. Book feature maintains consistency in multi-document projects. Character style sheets.

BAD NEWS: Index feature requires more manual work than third-party QuarkXTensions. Some program defaults still goofy, especially H&J settings.

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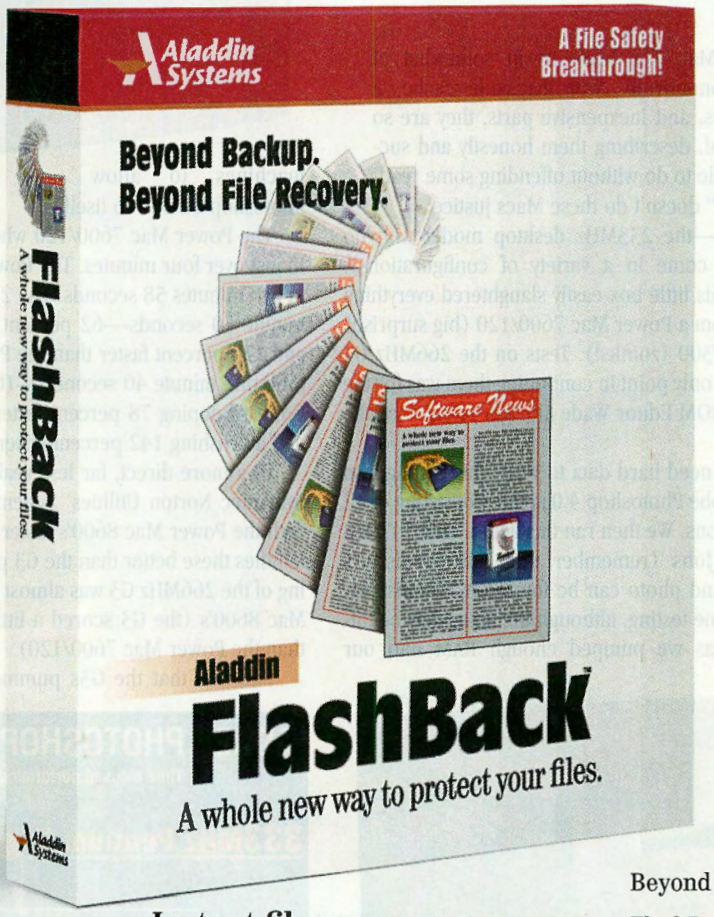

Instant file recovery Restore any file you've protected just by double clicking. No confusing procedures, no complex operations. It doesn't get any faster or easier.

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FlashBack gives you a whole new way to protect your files and save your sanity.

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reviews

Power Macintosh G3s

COMPANY: Apple
CONTACT: 800-538-9696 or 408-996-1010, http://www.apple.com

233MHz Power Macintosh G3 desktop
PRICE: $1,999 (SRP)
SPECIFICATIONS: 233MHz G3 (PowerPC 750), Mac OS 8, 32MB of RAM (193MB max), 512K Level 2 backside cache, 66MHz system bus, 4GB hard drive, 24X CD-ROM drive, Ethernet, 2MB SGRAM (6MB max), ATI 3D RAGE II+ accelerator, three PCI expansion bays

266MHz Power Macintosh G3 minitower
PRICE: $3,024 (SRP)
SPECIFICATIONS: 266MHz G3 (PowerPC 750), Mac OS 8, 32MB of RAM (385MB max), 512K Level 2 backside cache, 66MHz system bus, 4GB hard drive, 24X CD-ROM drive, Ethernet, AV personality card with 24-bit video I/O, 2MB SGRAM (6MB max), ATI 3D RAGE II+ accelerator, three PCI expansion bays

SEE HOW YOUR MAC compares with the G3s using the Adobe Photoshop 4.0 action and a photo of Steve Jobs provided on The Disc.

THE REAL ADVANTAGE of the new, squat minitower Power Mac G3 is its AV personality.

Apple's new Power Mac G3s leave us in somewhat of a terminological conundrum. With backside cache, a jacked-up system bus, and inexpensive parts, they are so fast, so cheap, and so cool, describing them honestly and succinctly is literally impossible to do without offending some readers. To say they kick "butt" doesn't do these Macs justice.

Take the meekest G3—the 233MHz desktop model with no additions (the machines come in a variety of configurations). Coming in at two grand, this little box easily slaughtered everything in the *MacAddict* office from a Power Mac 7600/120 (big surprise) up to a Power Mac 8600/300 (zoinks!). Tests on the 266MHz G3 were such a massacre, the only point in continuing them was for the sheer sadistic delight CD-ROM Editor Wade Albright seemed to take in the whole affair.

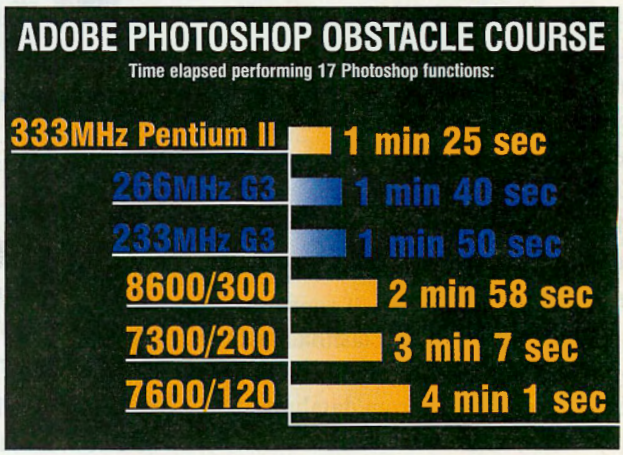
We know some of you need hard data to verify this carnage, so here it is: We wrote an Adobe Photoshop 4.0 action consisting of 17 different Photoshop functions. We then ran this action on a 14.7MB Photoshop file of Steve Jobs (remember our February issue's cover?). Both the action and photo can be found on The Disc for further inspection and home testing, although the latter may be difficult for many of you, as we pumped enough RAM into our machines to allow Photoshop 128MB to itself.

The Power Mac 7600/120 wheezed its way through our course in just over four minutes. The Power Mac 8600/300 zipped through in two minutes 58 seconds. The 233MHz G3 finished in a mere one minute 50 seconds—62 percent faster than the Power Mac 8600 and 120 percent faster than the Power Mac 7600. The 266MHz G3 took one minute 40 seconds—10 percent faster than the 233MHz G3, a whooping 78 percent faster than the Power Mac 8600/300, and a crushing 142 percent faster than the Power Mac 7600/120.

In a more direct, far less real-world examination, we also had Symantec Norton Utilities' System Info clock each machine. Even with the Power Mac 8600's faster FPU computations (the 604e still handles these better than the G3 processor), the overall system rating of the 266MHz G3 was almost 30 percent higher than the Power Mac 8600's (the G3 scored a little more than 165 percent higher than the Power Mac 7600/120).

Satisfied that the G3s pummel any other Mac system in our

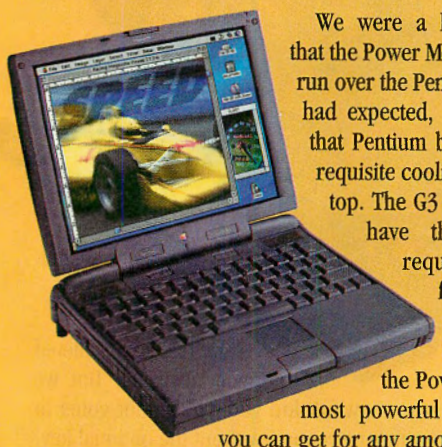
CHOOSE EITHER 233 OR 266MHz of G3 power in Apple's popular outrigger case design.



Power for the Road

PowerBook G3

COMPANY: Apple
CONTACT: 800-538-9696 or 408-996-1010, http://www.apple.com
PRICE: $5,699 (SRP)
SPECIFICATIONS: 250MHz G3 (PowerPC 750), Mac OS 8, 32MB of RAM (160MB max), 12.1-inch active-matrix color SVGA display, 512K Level 2 backside cache, 50MHz system bus, 5GB hard disk drive, 20X CD-ROM drive, Ethernet, 2MB of VRAM, two PC card slots (one with Zoomed Video support for video input), built-in 33.6Kbps modem



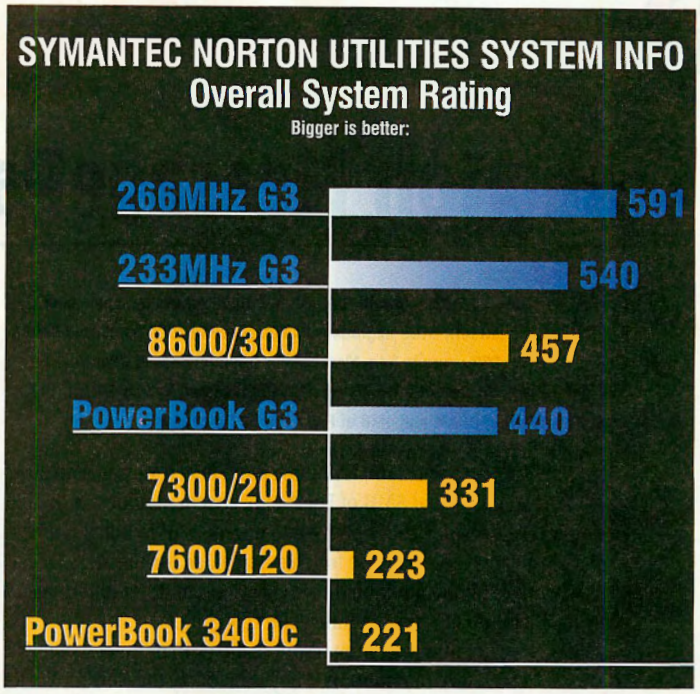
We were a little disappointed that the Power Mac G3s didn't quite run over the Pentium II the way we had expected, but try cramming that Pentium beast and its three requisite cooling fans into a laptop. The G3 processor doesn't have this problem. It requires no cooling fans, draws little current, and is tiny. Be assured, the PowerBook G3 is the most powerful carry-along CPU you can get for any amount of money.

With this new PowerBook, the days of portable Macs being innately inferior to desktops is over. Playing with the G3 laptop proves it every bit as fast as current desktop models. Lack of RAM prevented us from running the same Adobe Photoshop action we used to test the desktop machines, but Symantec Norton Utilities' System Info rated the overall system to be within 20 percent of the Power Mac G3s and 3 percent of the Power Mac 8600/300. The PowerBook G3 scored low in System Info's video test (the three other machines contain graphics accelerators), but in processor only, the G3 laptop ranked above the 233MHz G3 desktop and slightly below the 266MHz G3 minitower. The PowerBook G3 score was twice that of its twin (in appearance) and closest laptop competitor, the PowerBook 3400c.

Fortunately, unlike the Power Mac G3 desktop models, the PowerBook uses similar EDO RAM as its PowerBook 3400c predecessor—similar meaning the same type of RAM with a slightly different configuration. Smaller, PowerBook 3400c memory modules (less than 64MB) should work with the PowerBook G3; however, larger, PowerBook 3400 modules (64MB and up) may not.

The PowerBook G3 has all the amenities you'd expect from a top-of-the-line Mac portable. These include speakers, a built-in 33.6Kbps modem, two PC card slots (one supporting Zoomed Video), swappable floppy and CD-ROM drives, a 47-lithium ion battery good for two to four hours, and 2MB of VRAM yielding millions of colors on an external monitor (the SVGA display can show only thousands of colors at a fixed 800 x 600 pixels). That's right, with this VRAM and the PowerBook's potent processor, you can literally do high-end graphics work on a laptop. Or, as certain *MacAddict* staffers discovered, you can play Myth anywhere. —*RC*

GOOD NEWS: Portable Myth. As fast as any desktop machine. Fastest laptop on earth.
BAD NEWS: Expensive.



in-house tests, we turned to a much more insidious competitor—an NEC Direction SPL PC running Windows 95 and sporting a massive 333MHz Pentium II processor, currently the fastest Pentium out there. Just looking at a Pentium II is slightly daunting (the NEC Direction SPL requires three fans to cool it). Running the same tests with 128MB of RAM, the NEC beat the 266MHz G3 by 18 percent, finishing the Photoshop action in one minute 25 seconds. This isn't bad, considering the Pentium's 67MHz advantage, but not quite the G3 superiority Apple has boasted. The G3 will rise rapidly in megahertz, so expect to see the Pentium II beast's defeat in the near future.

These G3s sport an all-new architecture. There's a new processor, a new logic board, and something called a personality card for audio (and, in the minitower, video) input. As expected, the G3s are still a little buggy. We had to download an updated Ethernet driver (provided on The Disc) in order to access our network, and many other compatibility problems have been reported (a list can be found at http://www.macintouch.com/g3.html). These problems should be resolved quickly.

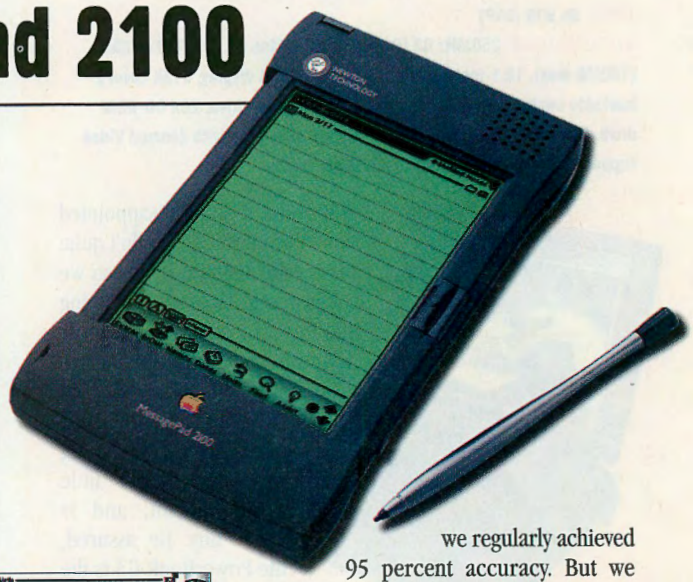
An annoyance that isn't going away, however, is the fact that Apple couldn't stop thinking different when it came time to decide on RAM. Old DIMMs don't work in the new G3s. Instead, they use SDRAM, which is common to PCs. This RAM is cheaper than comparably sized DIMMs, but users who already have significant stockpiles of the old-style RAM are out of luck.

Despite these gripes, there is little question that the G3s are the computer to buy. The bugs seem few, and they start $1,000 cheaper than the much slower Power Macintosh 8600/300. Getting one simply requires a visit to Apple's Web site (http://www.apple.com). Pick up either the popular outrigger desktop case or the new squatty minitower with the AV personality card. Configure it with either the 266MHz or 233MHz G3 processors, add a built-in Zip drive or modem, a socket full of RAM, and you may as well get a monitor, too. No matter what, it's a great deal. —*Robert Capps*

GOOD NEWS: Fastest Macs ever. Great price.
BAD NEWS: Some conflicts with current software. Don't crush the Pentium II, as we had hoped. Require a new style of RAM.

reviews

Newton MessagePad 2100



COMPANY: Apple
CONTACT: 800-909-0260 or 408-996-1010, http://www.newton.apple.com
PRICE: $999 (street); $199 upgrade from MessagePad 2000 purchased before Nov. 7, 1997; $99 upgrade from MessagePad 2000 purchased after Nov. 7
SPECIFICATIONS: 162MHz StrongArm SA-110 processor, Newton OS 2.1, 8MB of RAM (4MB of DRAM and 4MB of Flash RAM), 1.4 pounds

Apple's MessagePad 2100 is nothing more than a MessagePad 2000 with an additional 3MB of DRAM for system memory (a total of 4MB rather than 1MB) plus some upgrades of bundled applications, all of which are available for free download for the MessagePad 2000. If you think the additional memory is too minor a difference to warrant the bump in model number, you're wrong.

Before we get into that, a bit about features that the MessagePad 2000 and 2100 have in common. They both carry the NewtonWorks application, a great word processor and spreadsheet. The contacts and day-planner applications native to each are smooth and well integrated. The notepads record voice notes with a built-in microphone. And the grayscale, backlit, 320-x-480-pixel screen is a delight. Both Newtons run for about two weeks on four AA batteries (unless you use a PC Card modem, in which case, you'll get probably an hour or two of continuous use).

The 2000 and 2100 are about 10 times faster than earlier MessagePads, and they offer greatly improved handwriting recognition—so much so, we regularly achieved 95 percent accuracy. But we won't kid you, you're not going to write long reports without the optional keyboard ($90).

TRY BROWSING THE WEB on your PalmPilot! The NetHopper Web browser comes bundled with the MessagePad.

The MessagePads excel at communication. A MessagePad plus an optional PC Card modem is a terrific tool for Internet work. The 2000 and 2100 come bundled with the Newton Internet Enabler (version 2.0 on the 2100), the email client EnRoute i-net (version 1.4.2 on the 2100), and a functional Web browser from AllPen called NetHopper (version 3.2 on the 2100). Add a third-party newsreader, and you can keep up with Usenet newsgroups.

Now, for where the 2100 outshines the old 2000. As powerful as it was, the 2000 simply ran out of gas when browsing the Web or even when trying to run several applications at once. Both machines have 4MB of user memory (Flash RAM), but the 2000, like earlier MessagePads, would slowly eat up what's called "heap" memory—a type of system memory unique to the Newton OS—which slowed the machine to a crawl, then forced a restart. Sometimes all you could manage was a few minutes of browsing.

The 2100's extra 3MB of internal memory means about triple the amount of heap, which translates into a far more useful MessagePad. The thing almost never runs out of steam. We browsed the Web with NetHopper, ran a simultaneous email session with EnRoute i-net, and copied some text to the notepad, never coming close to using all the memory.

This is a powerful hand-held computer, but it's still far from a pocket computer. With a pair of PC Cards, the thing weighs a pound and a half and would fit only in Capt. Kangaroo's pocket. And at about $1,000, it's nearly twice the price of its most expensive competitors. Finally, in a silly cost-saving measure, Apple left out the essential serial adapter ($20)—without which it's almost impossible to perform a backup or to install software—and an AC adapter ($30). —*Joseph O. Holmes*

GOOD NEWS: Browses the Web effectively. Serious computing power. Sharp 16-grays screen. Good handwriting recognition.
BAD NEWS: Still too expensive. Still too heavy.

5 Top Newton Accessories

These five cream-of-the-crop MessagePad add-ons each rate a Freakin' Awesome:

THE WRITESTUFF adds real word processing tools.

1. The WriteStuff (Landware, $40) turns the NewtonWorks word processor into a really useful application, adding style sheets, word count, nine attractive typefaces, handwriting recognition, and lots more.

2. The Hand Stand Newton case (PDA Concepts, $90) opens to arrange a MessagePad and keyboard like a little laptop—great for the plane or train.

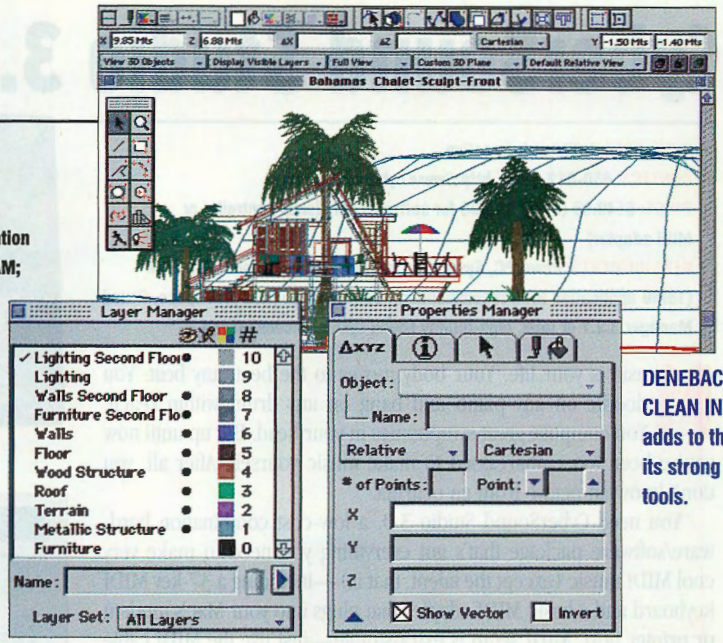
3. Ink Spot (DejaVu Software, $15) is a smart, inexpensive, and powerful Usenet newsgroup reader, with almost as many features as its Mac counterparts.

4. WebXpress (PenTekk Software Technologies, $35), in conjunction with the NetHopper browser, lets you download pages unattended to read offline. That's right, now you can catch up on MacInTouch (http://www.macintouch.com) while you ride the subway.

5. HyperNewt (Foundation Systems, $50) replaces your notepad, adding real hierarchical folders and aliases to better organize all your lists and data.

DenebaCAD

DEVELOPER: Deneba Systems
CONTACT: 800-622-6827 or 305-596-5644, http://www.deneba.com
PRICE: $799.95 (SRP)
REQUIREMENTS: 68040 or faster, System 7.5 or later, 16MB of application RAM (recommended: 604e-based Power Mac; 32MB of application RAM; large-screen or multiple monitors)



DENEBACAD'S CLEAN INTERFACE adds to the appeal of its strong drafting tools.

Brand-new, full fledged, computer-aided design (CAD) applications for the Mac don't come down the pike every day, despite the Mac's obvious superiority as a design tool. (Well, obvious to everyone but the legions of bent-backed drafting serfs and their whip-cracking managers laboring in DOS-based, AutoCAD-only shops.) So Deneba, whose Canvas illustration program has always sported the most CAD-like precision of the major drawing apps, deserves a gold-plated pocket protector for daring to release DenebaCAD, a 2D/3D CAD package aimed mainly at architects and interior/exterior designers.

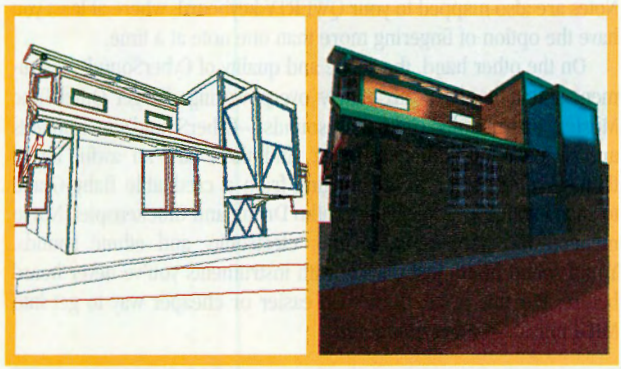
Not that there aren't other excellent drafting programs out there for the Mac. DenebaCAD's chief competition, Diehl Graphsoft's market-leading MiniCAD 7, also lists for $795, and it is a mature, polished product with a deep feature set. But DenebaCAD has its strengths too: It offers a wide range of tightly integrated built-in capabilities, including simple 2D drafting, complex 3D modeling, and materials tracking and cost-analysis, within a smooth interface that technically oriented designers will master easily.

The program's single best feature is the well-thought-out 3D Render module. It produces close-to-photorealistic renderings, flythrough QuickTime animations, QuickTime VRs, and anaglyphic stereo images. If you've struggled with the clunky, ugly 3D in most other low-to-mid-range CAD programs, you'll appreciate the ease with which DenebaCAD produces quite handsome images, complete with textures, natural and artificial lighting, shadows, reflections, and transparency. Rendering is reasonably fast, especially if you've got a 604e-based Mac.

DenebaCAD's Draft mode creates 2D orthographic drawings, the heart of all CAD work. Draft sports the full complement of line- and spline-drawing tools, with fileting, chamfering, extensions, auto-dimensioning, and a wide range of snap-to-grid options. The SmartMouse, similar to drawing wizards in other mid-to-high-end CAD programs, identifies relevant snaps, intersections, tangents, and parallels as you draw. Unlimited drawing layers are easily managed using the Layer Manager floater. Dimensioning in ANSI, DIN, ISO, JIS, and BS-380 is floating-point precise to 16 places. Tool and info bars give the tech stats needed to execute precise work. A single drawing can be viewed in as many open windows as you like, each showing a different angle, perspective, or magnification. You can output drawings as parametric text for import into a spreadsheet, database, or word processor, where specifications can be edited. Edited files can be imported and turned into drawings.

Use the 3D Sculpt mode to extrude 2D drawings into 3D, or work directly with polygonal 3D tools to build models from scratch. You can extrude lines along any free angle to make planes, or use sweep and spin operations to make complex shapes such as spiral staircases. Smart Boolean operations allow you to create new models by combining models or subtracting them from each other. The program remembers the original shapes of models, even after they are combined, so you can recall and reshape them at any time. The best part of DenebaCAD is that it doesn't make you jump through hoops to move up or down a dimension—it's relatively easy to generate 3D extrusions from 2D plans, or derive 2D working drawings from 3D models.

DenebaCAD is a powerful CAD program, but it's not perfect. Some fit and finish work remains. When you try to open 3D models, you're asked to find oddly misspelled textures that aren't anywhere in the package. Models can't always find associated textures even if they are in a nested folder. Projects sometimes open to a blank screen, forcing you to change the view to see your drawing. And the program lacks several of the high-end capabilities of MiniCAD, such as true solids modeling—a necessity for mechanical and product design. For now, MiniCAD is still the best mid-range choice for all-around CAD on the Mac. But for architectural design studios, DenebaCAD is a strong contender. —*Steven Anzovin*



RENDER MODE GENERATES QUICK hidden-line wireframe drawings...

...OR FULL-COLOR 3D ART with accurate textures, lighting, and shadows.

GOOD NEWS: Strong architectural 3D modeling and rendering. Solid interface. Rich toolset. Price is right.
BAD NEWS: No solids modeling. Needs a bug-fix revision.

reviews

CyberSound Studio 3.0

DEVELOPER: InVision Interactive
CONTACT: 650-812-7380, http://www.cybersound.com
PRICE: $149.95 (SRP); $79.95 for software only (sans controller or MIDI adapter)
REQUIREMENTS: PowerPC, System 7.1 or later, 8MB of application RAM (16MB application RAM recommended), 55MB of free hard disk space, Sound Manager 3.2.1 or later, high-quality sound system recommended

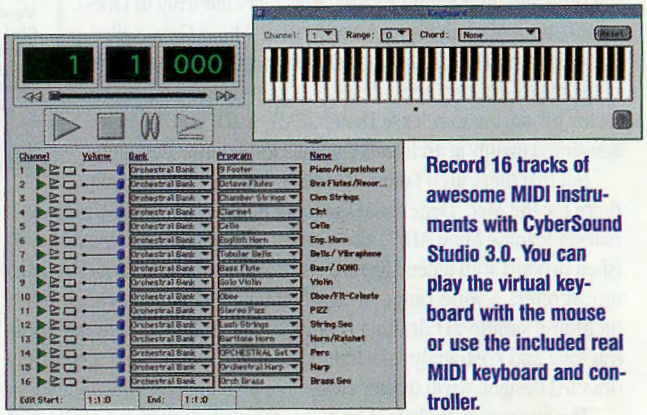
Music is your life. Your body moves to the beat, any beat. You doodle on any piano and bang on any drum within reach. You compose great symphonies in your head. But up until now you've been too embarrassed to make music yourself. After all, you don't know an octave from an ocarina.

You need CyberSound Studio 3.0, a low-cost combination hardware/software package that's got everything you need to make very cool MIDI music (except the talent, that is)—including a 37-key MIDI keyboard and a basic MIDI adapter that plugs into your Mac's modem or printer port. MIDI setup is extra-simple—just use the MIDI cable to plug the keyboard into the MIDI box's IN jack, plug the serial cable into you Mac, and launch the CyberSound Studio software.

The CyberSound Studio main window displays a time counter at top, tape-style record and playback controls, and 16 MIDI tracks to record and layer keyboard noodlings. Each track has its own MIDI instrument sound, selected from one of the included instrument banks.

To record a take, select a track, specify the bank and instrument for that track, then click record and start playing. Record additional tracks while listening to what you've already played. Even if you're musically challenged, it's not that hard to come up with something listenable, especially if you dive into CyberSound's ready-made drum grooves and automatic chording.

The level of editing control, however, is minimal. CyberSound Studio claims to be like a word processor for music, but the analogy isn't entirely apt: you can record right over a take or alter tracks by cutting and pasting (just as you can cut and paste paragraphs in a text document), but you can't edit individual notes on screen. That's like not being able to use your word processor to change a word or letter. The sequencer also lacks a timeline, making it hard to see and adjust how tracks interrelate over time. If you graduate to serious composing, you'll want something stronger—Macromedia's Deck II, or Steinberg North America's CuBase, —providing finer control and a visual editing display.



Record 16 tracks of awesome MIDI instruments with CyberSound Studio 3.0. You can play the virtual keyboard with the mouse or use the included real MIDI keyboard and controller.

The included hardware is underpowered, as well. The keyboard isn't touch sensitive and has no audio out or MIDI in. It's OK for fooling around, but it's no pro tool; chances are you'll quickly want a better MIDI keyboard. Also note that the MIDI controller lacks a pass-through or a switch for another serial device, so you'll have to unplug your modem or AppleTalk connection before you can use the keyboard. If you don't have a real keyboard or other MIDI instrument handy (CyberSound Studio is available without the hardware), there's an onscreen 88-key virtual keyboard you can play with the mouse. Notes are also mapped to your QWERTY keyboard, where at least you have the option of fingering more than one note at a time.

On the other hand, the scope and quality of CyberSound's instrument sound banks is absolutely overpowering. Forget QuickTime Musical Instruments' rinky-dink sounds—CyberSound's instruments are serious, full-bodied samples. And there are an awful lot of them—1,238, to be exact, ranging from a creditable Baby Grand to such exotica as Ebony Flute, Taiko Drum, and Glockenspiel. Not to mention the percussion, techno, electronic, and ethnic sounds. You'll spend hours just playing with instruments you've never heard before. For this price, there's no easier or cheaper way to get into MIDI music. —*Steven Anzovin*

Sounds of MIDI

If the 1,238 instruments included with CyberSound don't satisfy your hunger for cool new noises, check out CyberSound's additional sound library volumes.These volumes can be purchased for $39.95 each.

VOLUME 1: Pop, Piano, the World, and Beyond, contains 279 instrument sounds grouped in four banks—
- **79** hot pop/rock sounds,
- **105** piano textures,
- **69** world beat instruments, and
- **29** rare analog, digital, and physically modeled sounds.

VOLUME 2: Electronica, rounds up six banks of vintage and new electro instruments:
- **13** pads of layers and chords,
- **26** break beats and loops,
- **35** analog synth bass and lead sounds,
- **7** techno drum kits,
- **4** techno loops, and
- **5** live drum grooves.

GOOD NEWS: Incredible sound library. Price is right.
BAD NEWS: Lacks visual editing features. Underpowered hardware.

GO2NET SM PlaySite is a property of go2net, Inc.

Who's talking about PlaySite?

Yahoo! Internet Life, The Web Magazine, PC Games, Game Revolution, CNBC, WebCrawler, CNET, P.O.V., and Family PC all agree: when it comes to multiplayer games and chat, PlaySite is the place to be.

chess, backgammon, reversi, checkers, chat, and more!

www.playsite.com

PLAYSITE SM

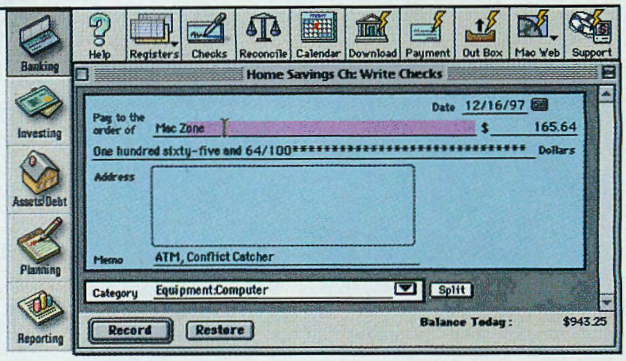
people playing → people

copyright 1997 go2net, Inc.

reviews

Quicken Deluxe '98

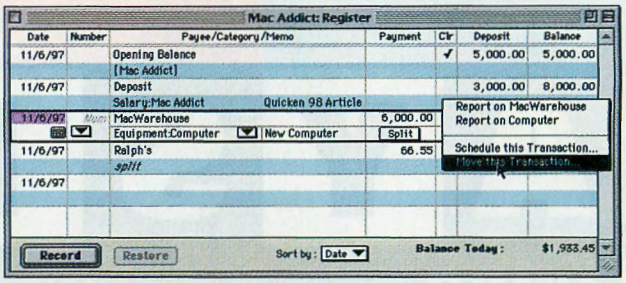
COMPANY: Intuit
CONTACT: 800-4-INTUIT or 650-944-6000, http://www.quicken.com
PRICE: $59.95 (street), $20 rebate for those who upgrade
REQUIREMENTS: 68030 or faster, System 7.1 or later, 12MB of RAM for System 7.x or 16MB of RAM for Mac OS 8, CD-ROM drive, 14.4Kbps or faster modem to access online features



WITH THE HELP OF THE QUICK FILL FUNCTIONS, Quicken Deluxe '98 makes it perhaps too easy to pay your bills.

Quicken Deluxe '98—the name harks back to the old *Match Game* quiz show. *Match Game '72*, *Match Game '73*—each year promised bigger stars and more risqué questions. But Fannie Flagg wasn't much of an improvement over Charles Nelson Reilly. With Quicken 7 fulfilling most financial needs, we assumed this new version would be, at best, the equivalent of Richard Dawson returning to *Match Game '76* while on hiatus from *Family Feud*. We couldn't imagine what major improvements Intuit could offer to justify yet another upgrade.

Truthfully, those who already own a copy of Quicken 7 can probably survive without upgrading. But Quicken Deluxe '98 adds enough great new features to make purchasing this version well worth the small price.



WRONG REGISTER? THE SHORTCUTS pop-up menu lets you move a given transaction to a different register without having to delete it from the original one.

The most obvious improvements occur within Quicken's registers—the program's onscreen rendition of a checkbook. The Shortcuts function was tucked away so obscurely in version 7 that it was generally ignored. The Deluxe '98 package puts Shortcuts in a pop-up menu within the register. By clicking on Shortcuts, you can schedule a transaction, make a report on a particular payee or transaction, or move a transaction from one register to another without performing the extra steps of deleting and then reentering the information.

A miniregister application known as Quick Entry also is new in Quicken Deluxe '98. With Quick Entry, you can enter the day's transactions using a fraction of the RAM required by the main program. Quick Entry saves the entries until you open Quicken, then transfers them. Because it's easy to use, Quick Entry encourages you to input credit card and ATM slips as you accumulate them during the day (before you lose them).

Another new feature, Smart Reconcile, enables Quicken to determine whether a given account is balanced. On occasions when you discover your checkbook isn't in sync with your bank statement, Quicken Deluxe '98 points out immediately which transactions have or have not been checked off, saving (sometimes) hours of frustration.

Quicken Deluxe '98 also caters to more varied financial needs. You can determine the yearly depreciation on your Power Mac or form a viable retirement plan. Quicken's online capabilities will help you find the best mutual fund for your money, the best deals on home loans, and up-to-date information about your stock portfolio. Quicken's Tax Deduction Finder, located in the Planning Environment, not only finds missed tax deductions within your accounts, but it also scouts out deductions throughout each calendar year. In combination with Quicken's online Tax Center (http://www.quicken.com/taxcenter), the Tax Deduction Finder can squeeze a lot of money out of your tax bill.

Quicken isn't perfect. Online banking still is a laborious process, in which you have to write the bank for an application and wait several days before accessing those capabilities, many of which still suffer from technological glitches. Because Quicken uses a more advanced version of West Code's One Click technology, it isn't compatible with the consumer version of One Click—a major bummer for many users. Finally, Intuit shortchanged us by not offering a Macintosh version of Quicken Home and Business, which gives Windows users the opportunity to keep accounts and make invoices for small businesses.

We're optimistic, however, that Quicken Deluxe '99 will tend to these issues and offer even more features to keep Quicken the number one host of computerized finance. —*Robyn Weisman*

Quick Hits

Some of Quicken Deluxe 98's shortcut keys are obvious (such as Command-A for Accounts), but others aren't. Here's a handy list for your reference and/or memorization:

Command-E: Split Transaction
Command-H: Investment Portfolio
Command-J: Write Checks
Command-K: Classes
Command-L: Categories & Transfers
Command-T: Quickfill Transactions

GOOD NEWS: Great new Quick Entry and Smart Reconcile features. Underutilized Shortcuts feature is more visible and easier to use.
BAD NEWS: Online banking still tedious. If you use this program, you'll have no excuse for sloppy finances.

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EMINENT DOMAIN™
NOW AVAILABLE FOR MACINTOSH
The largest, most sophisticated game universe ever created is at your control.
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HELIOTROPE STUDIOS
WWW.PAXIMPERIA.COM
Designed for Microsoft Windows 95
Mac OS

reviews

Ray Dream 3D

COMPANY: MetaCreations
CONTACT: 800-297-2665 or 805-566-6220, http://www.metacreations.com
PRICE: $149 (SRP)
REQUIREMENTS: PowerPC, System 7.0 or later, 20MB of application RAM (24MB or more recom.), Color Display (24-bit recom.), CD-ROM drive

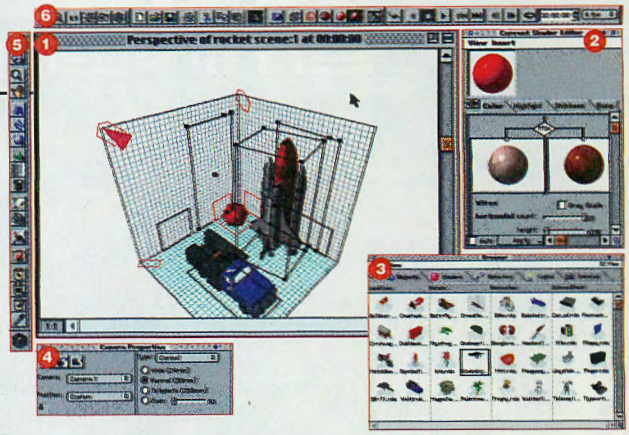
FIND DEMOS of Ray Dream 3D and Ray Dream Studio on The Disc.

Ray Dream 3D is a subset of MetaCreation's full Ray Dream Studio, designed for the 3D beginner. This program holds your hand through the initial learning of 3D and offers a fair amount of power once you are up and running.

Anyone intimidated by 3D will be grateful for MetaCreations' efforts to make this program easy to learn. The manual is clear (although it was derived from the Ray Dream Studio manual and mentions features that aren't in Ray Dream 3D). The online help system is great, making use of AppleGuide, Balloon Help, and even Stickies (you can add notes to the help files). And neophytes get loads of premade 3D materials.

A new Ray Dream 3D project starts either with an empty scene or in a Scene Wizard. Scene Wizards walk you through premade backgrounds for 3D images and animation, and automatically place lights, cameras, backdrops, and props in a scene. Once a scene exists, other premade materials from the program's Browser libraries—including objects, textures, image maps, cameras, and lights—can be added. There even are drag-and-drop behaviors for creating basic animation.

Although some users may take advantage of the premade models or the modeling wizard to step through basic modeling, Ray Dream also provides a formidable spline-based modeling environment, which is very similar to the workshop in MetaCreations Infini-D. Both programs create models by extruding cross sections along a path, which can be adjusted in 3D space. Though Infini-D separates this process into different windows for the path, cross sections, and resulting object, Ray Dream integrates them into a single window, giving a much better sense of the way the 3D path and 2D cross sections interrelate. Ray Dream 3D, however, lacks a mesh modeler found in both Ray Dream Studio and Infini-D.



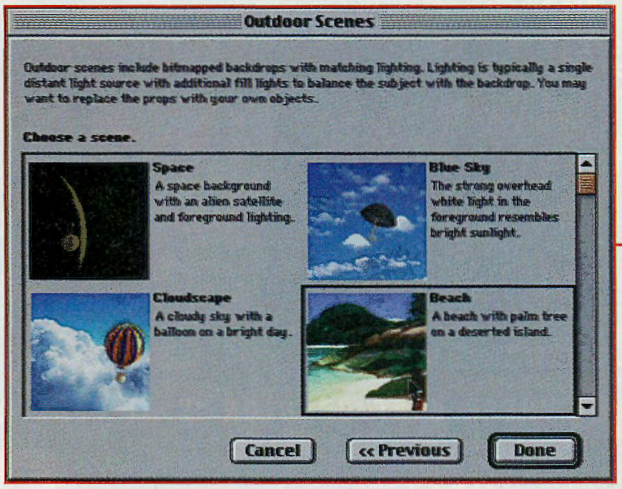
1. THE PERSPECTIVE WINDOW shows a scene at high preview quality.
2. THE SHADER EDITOR offers surface controls for manipulating and combining surfaces.
3. THE BROWSER WINDOW displays a library of precreated materials. The shader library is selected here.
4. CAMERA PROPERTIES shows the settings for the current camera.
5. THE VERTICAL TOOLBAR shows controls for creating and manipulating objects in a scene and for making the *x*, *y*, and *z* planes visible.
6. THE HORIZONTAL TOOLBAR includes controls for zooming, rendering, shading, and navigating through an animation, as well as standard Mac operations such as cut, copy, and paste.

Ray Dream uses shaders to add textures to objects. A shader can include color, highlight, shininess, transparency, reflection, glow, and bump information. It also can include texture maps from bitmapped images and QuickTime movies. Multiple shaders can be layered on an object with varying degrees of transparency. One great tool in Ray Dream 3D is the 3D brush offering a MetaCreations Painter style brush for applying one shader over another. This allows mixed surfaces, which would be nearly impossible to achieve in other programs.

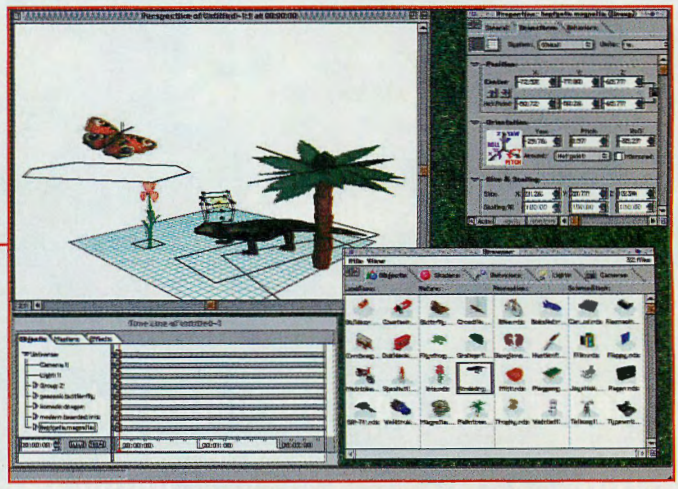
For an entry-level program, Ray Dream 3D sports a number of surprising features. Among them: up to 64 levels of undo; the ability

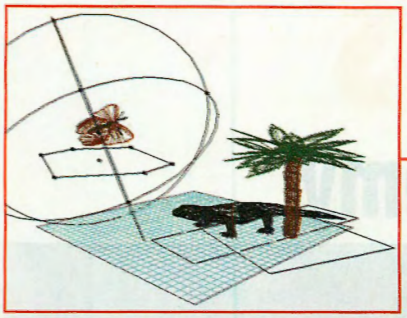
QUICK AND DIRTY ISLE

STEP 1: A Scene Wizard lets you begin a 3D project with precreated backgrounds, lights, cameras, and objects.



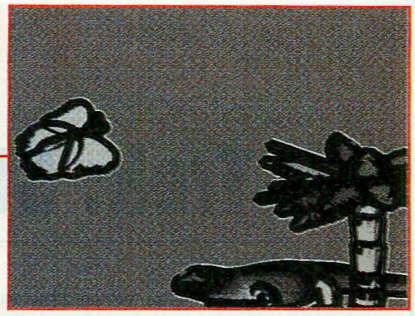
STEP 2: A butterfly, a lizard, and a few flowers are dragged and dropped into the island scene from the Object Browser.





STEP 3: The island scene as it appears in wire-frame mode.

STEP 4: The island scene rendered at high quality with Ray Dream's renderer.



STEP 5: The island scene rendered with the ThinkFish Natural Media Renderer.

to export VRML for putting 3D on the Internet; pointable and trackable cameras, lights, and objects; and controls for linking and grouping multiple objects. There is also a spherical camera for creating 3D virtual-reality environments.

Ray Dream supports QuickDraw 3D for fast previewing and offers four rendering modes for final output. Use Draft Z-buffer, the quickest renderer, for test renders before moving to the slow, high-quality, Raytracing renderer. The Adaptive Renderer uses Raytracing when it's needed and switches to a faster A-buffer renderer for the rest. The last renderer, the Natural Media Renderer (licensed from ThinkFish Productions) renders 3D animations in a variety of artistic styles that look more like hand-drawn animation than photorealistic 3D.

One of the few complaints we have about the program is that some extensions built into the interface are not available until purchased separately. When you attempt to access them, you are prompted to type in a serial number and given a phone number for purchasing the extension. This type of sales pitch inside an application is annoying; hopefully, it will not become a trend.

Ray Dream 3D is one of the easiest and cheapest ways to get started in 3D design. Eventually you may require the advanced features found in more expensive programs such as Ray Dream Studio, Infini-D, or the ElectricImage system. When that happens, upgrade to Ray Dream Studio for just $99 (Metacreations is considering offering an upgrade to Infini-D as well). By the time you have a need for ElectricImage, you probably will be making enough money from your graphics work to easily afford it. *—Chris Florio*

GOOD NEWS: Inexpensive. Relatively easy to use. Cool natural-media rendering. 3D brushes. VRML support.
BAD NEWS: RAM hungry. Interface includes sales pitches.

Achtung Spitfire

COMPANY: The Avalon Hill Game Company
CONTACT: 800-999-3222 or 410-254-9200, http://www.avalonhill.com
PRICE: $45 (direct)
REQUIREMENTS: 68040 or faster, 8MB of RAM

Despite the fact that Achtung Spitfire is a game set in the skies above Europe during World War II and features many different aircraft locked in battle, it is not a flight simulator. Rather, Achtung Spitfire takes a different approach to air combat by using a turn-based tactical combat engine. Based on Avalon Hill's Over the Reich game engine, Achtung Spitfire mirrors the board games for which Avalon Hill is known.

Players assume a dual role in Achtung Spitfire: that of a pilot and that of the supreme commander of air units for the English, the French, or the Germans. Players are given control of each plane on a map (except enemy planes, of course), and they can control them by moving the stick and throttle, or by simply clicking on where they'd like to go. Clicking on the Go button makes the plane move. If the plane is in position to fire, a red cross hair with a number appears on the targeted enemy plane. Clicking on the cross hairs fires. The computer does some probability stuff to see if the shots hit, and then it's the next plane's turn. Once all of a player's planes have moved, the computer gets to go. It's that simple.

Achtung Spitfire also features a network mode, which lets you play a network game using a TCP/IP connection. Although the game's artificial intelligence is sharp (and sometimes a bit too difficult), there's nothing like playing against another human being.

Given its price tag, Achtung Spitfire probably won't provide enough excitement for many gamers. The gameplay, although engaging, is slow; and the animations that happen when, say, a plane is shot down have to run their full course before returning control to the player. Some of the interface elements in the strategy map (such as the automatic pausing of the game in certain situations) are a bit clunky. For players who love strategy board games, though, especially those produced by Avalon Hill, Achtung Spitfire might be a great fit. *—David Reynolds*

EVERYTHING YOU EVER WANTED to know about how European theater planes were modeled is right here.

GOOD NEWS: Innovative approach to air combat. Great as a strategy board game. Good artificial intelligence.
BAD NEWS: Very little action. Interface somewhat clunky. Can't interrupt animations.

reviews

Star Trek: Starfleet Academy

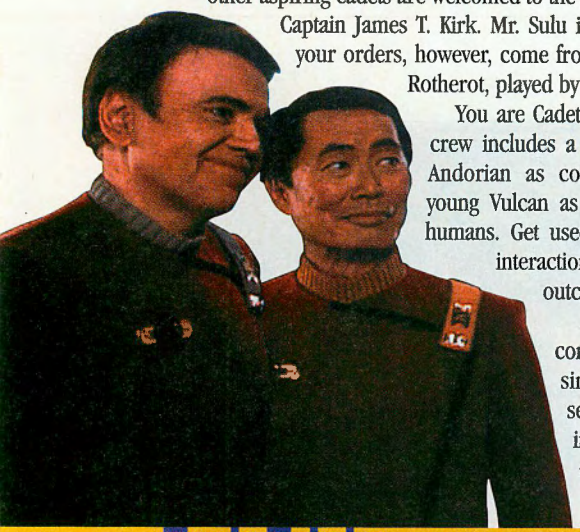
COMPANY: MacPlay
CONTACT: 800-4MACPLAY, http://www.macplay.com
PRICE: $59.95 (SRP)
REQUIREMENTS: PowerPC, System 7.5 or later, 25MB of RAM, 190MB of free hard disk space, 2X or faster CD-ROM drive

CAPTAIN JAMES T. KIRK welcomes new cadets to the rigorous training at Starfleet Academy.

Warm up the transporters, *Star Trek* fans. MacPlay is about to beam you aboard one of the most eagerly awaited games of the season—Star Trek: Starfleet Academy. After numerous production delays, this homage to the venerable *Star Trek* series finally has warped its way onto the store shelves, delivering five CDs of rigorous Starfleet training, complex simulator sessions, and some throat-clogging, eye-bulging, space-age, shoot-'em-up action.

Was it worth the wait? For committed *Star Trek* fans, the answer is a resounding yes. The look and feel of *the Enterprise* bridge is here. The enemies are familiar—Klingons, Romulans, and Gorn Pirates. You'll fire phasers and photon torpedoes, launch probes, and use the tractor beam. And you'll see familiar faces from *Star Trek* movies and television shows.

The story begins in San Francisco's Presidio. You and dozens of other aspiring cadets are welcomed to the cadet training program by Captain James T. Kirk. Mr. Sulu is academy chief. Most of your orders, however, come from Academy Commandant Rotherot, played by Chris Weeks.



You are Cadet David Forester, and your crew includes a Rigelian at the helm, an Andorian as communications officer, a young Vulcan as science officer, and two humans. Get used to them, because your interactions can change the story's outcome.

After the academy welcome, you go directly to the simulator. The early sessions are oddly frustrating. You're told what to do and how to do it, but some important details are omitted. You may have to repeat the first mission six or seven times before you finally figure out how to hail the star base.

A KLINGON WARSHIP crosses your bow near the Onyx system, but you have her in your sights.

Even so, the simulator missions are a kick. From the bridge you can control weapons and see both your crew and the main view screen in the foreground. Or you can opt for a full-field screen with indicators tucked on the sides and bottom. Exterior views also are available, but you'll need a joystick; warping through space with the keypad is hopeless.

The game isn't all fly-and-shoot action, though. Good cut scenes keep the story moving. You interact with the crew and visit crew quarters, the cadet lounge, and the ship's library. You also use a variety of the ship's control stations—fire-control panels, navigation helm, science station, transporter, even engineering and damage control.

If you were expecting something new and different in the way of space shooters, you'll be disappointed. The charm of Starfleet Academy is in its connection to the familiar, not its bold journey into the far reaches of the uncharted. The training simulator has been done before (and better) by LucasArts Entertainment in its TIE Fighter and X-Wing series. The story line—young cadets in training, engaging in a series of critical battle engagements—is uncomfortably similar to Origin Systems' Wing Commander games.

OK, so we're zipping into space that's already been chewed and digested. Starfleet Academy still loads its table with a banquet of eye-popping graphics, super Dolby sound, and a story that makes you feel right at home as the next budding Captain Kirk. —*John Lee*

GOOD NEWS: Nice graphics. Good writing. Excellent Dolby sound. You can create your own missions.
BAD NEWS: Steep learning curve. Doesn't break any new ground. Memory hog.

tips

Trek Tricks

HAIL STARFLEET: To get a star base's attention, press H and then 1. Eventually you'll be told how to hail, but you need to know to end your first mission.

SPEED: As you work through early missions, learn the hot keys. You won't have time to visit individual control panels in the hectic missions later on.

ORDERS AND MISSION OBJECTIVES: Pay close attention to these. You'll get some sneakily worded instructions, and failure is inevitable if you can't figure out the priorities.

CLOSE IN AND UNLOAD: When you come in contact with more than one enemy ship, don't try to battle them all at once. Concentrate on one at a time.

USE PHASERS: Save your photon torpedoes: You have a limited supply, and you'll need them to destroy some of the bigger warships.

Xclaim VR 2.0

COMPANY: ATI Technologies
CONTACT: 905-882-2600, http://www.atitech.com
PRICE: $299 (SRP)
REQUIREMENTS: PowerPC, one or more free PCI slots

In 1996, ATI released the Xclaim VR PCI graphics card for the Macintosh. That beauty of a card did some amazing things: 3D RAVE acceleration, QuickTime playback acceleration, and video input and output. Things change, and so did the Xclaim VR card. Version 2.0 improves on the original, with new 3D RAGE PRO technology, better graphics when connecting a Mac to a TV, and a better software bundle, which includes Macromedia Director 5.

One of the primary reasons to buy a graphics acceleration card is to make games look their best, and the Xclaim VR's 1.2 million-triangle-per-second rendering rate yields lavishly detailed action. The new RAGE PRO technology doubles the 2D and triples the 3D speeds of the original Xclaim VR card. Besides quicker rendering, the new Xclaim VR includes new edge anti-aliasing, texture compositing, and shadows and highlights. MacSoft's Quake never looked so good or ran so fast.

As far as everyday graphics acceleration goes, consider this: On a standard Power Mac 9500/180, scrolling through a 37-page Microsoft Word document took 23 seconds. With the Xclaim VR card installed (and the proper software onboard), the same scroll took five seconds.

Although the Xclaim VR offers great gaming (even though it can't accelerate games that use the Glide API, such as Bungie Software Products' Myth), that's not all it boasts. By using the card's built-in ImpacTV2 NTSC/PAL encoder, an Xclaim VR-equipped Mac can use a standard television as a monitor at resolutions of up to 800 x 600 pixels. Typically, televisions can't display computer graphics with anywhere near the crispness of a computer monitor, and in reality, the Xclaim VR can't get completely around this basic problem. Text is muddy, even at 640 x 480, but the Xclaim VR makes the best of a bad situation. Graphics display acceptably well, and Myth (even without direct support) is a pleasure to play on a really big screen (look at that dwarf head fly). Quake (directly supported) is even, uh, visually better. For gaming or presentations, the Xclaim VR's TV output looks as good as anything else on the market.

QUAKE TAKES ON A WHOLE NEW LOOK with the Xclaim VR card. Walls are smooth, smoke looks more like smoke—and check out that glow surrounding the missile.

The Xclaim VR also accelerates QuickTime movies (allowing full-screen playback) and captures video signals to QuickTime movies—handy for an up-and-coming Spike Lee. The video capture image grabs video at 30 frames per second with 320-x-240-pixel resolution. Because the Xclaim VR card accepts video input, it makes an ideal companion to the Xclaim TV tuner (also from ATI). With the two installed, you can watch TV on your Mac—even have a TV channel as your desktop pattern. Once we did this, though, we didn't get much work done, mostly on account of *Pinky and the Brain.*

If the only thing you need a graphics card for is to accelerate games, then the Xclaim VR may not be for you. Although it does a great job with RAVE-based games, it doesn't handle Glide acceleration (a major system used in games such as Myth and handled by such cards as the TechWorks Power3D). But by supporting 2D acceleration, the Xclaim VR allows more than the limiting 3D-only acceleration of the Power3D. For example, the Xclaim VR allows exploration of VRML, which requires 3D acceleration in a 2D Web browser. And even if you're *really* into games, at some point you might want to explore desktop video, add a TV tuner, or get cleaner, quicker QuickTime. For this, the Xclaim VR card is the way to go. —*David Reynolds*

WHICH ONE OF THESE UGLY MUGS would you rather shoot point-blank? Pixel boy or the smooth, scary block boy?

Good to Know

USE THE FLOW: Spend the extra $69 and get the 4MB memory upgrade when buying the Xclaim VR card.

SET IT LOW: Don't leave your monitor set to Millions of Colors just because you can. It slows down the Finder's drawing process.

LARRY, CURLY, AND MOE: Consider buying the Xclaim TV tuner ($99). It works well with the Xclaim VR card.

tips

GOOD NEWS: Smooth 3D acceleration. Great video-in and -out capabilities. Easy integration with Xclaim TV (or other TV signal). Cheap memory upgrade.
BAD NEWS: No Glide acceleration.

reviews

PhotoDeluxe 2.0

COMPANY: Adobe Systems
CONTACT: 800-888-6293 or 408-536-6000, http://www.adobe.com
PRICE: $49 (SRP)
REQUIREMENTS: 68040 or faster, System 7.1 or later, 16MB of RAM, 70MB of free hard disk space, color monitor

PhotoDeluxe, the consumer image editing offering from Adobe, lets you retouch, manipulate, and otherwise twist digital photos for cheap—once you understand the unusual (yet improved) interface. Keep in mind the price and the phrase "consumer offering;" it's the basis for why Adobe made PhotoDeluxe so different from other Mac applications.

Forget about menus, and don't even think about a floating tool palette. PhotoDeluxe's interface looks more like a Web browser or a Macromedia Director interface than a Mac app. The program takes over your screen, adding its own background and putting up a series of buttons and tabs. These are designed to walk you through specific tasks (say, making a greeting card out of a family photo), instead of letting you work in a free-form environment with a bunch of tools and a palette. Adobe spent a lot of time analyzing what consumers want from digital photos and how they go about getting it. The company adjusted PhotoDeluxe to reflect what it learned.

WE TOOK THIS PICTURE of construction at Bill Gates' mammoth wooden house...

...AND TURNED IT INTO this lovely abstract chrome splash in only a few steps.

The five buttons on the left side of the screen—Get Photo, Special Effects, Cards & More, Internet, and Send—appear in the order in which you most likely will need them. First get a photo, then touch it up, make something with it, and send it (either through the Internet or to the hard drive). Once you become accustomed to working in this fashion, the interface makes a lot of sense, but it's a tough transition for dyed-in-the-wool Adobe Photoshop users. Then again, PhotoDeluxe does not purport to replace Photoshop.

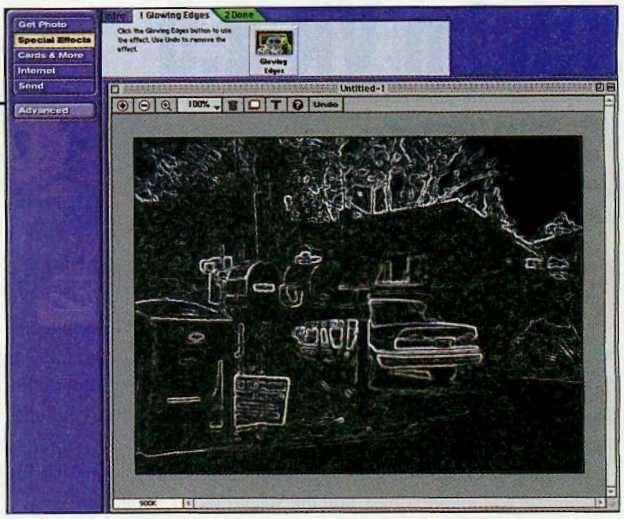
PhotoDeluxe 2.0 doesn't tie you to choosing between guided activities and free-form work, as PhotoDeluxe 1.0 did. Instead, clicking on a button brings up some tabs that contain tools arranged in a step-by-step order, without mandating that order. The addition of the Advanced button lets you access some of the more familiar (and potent) Photoshop tools. There is some serious power here—Adobe uses lots of Photoshop code in PhotoDeluxe.

Tips: Deluxe Tips

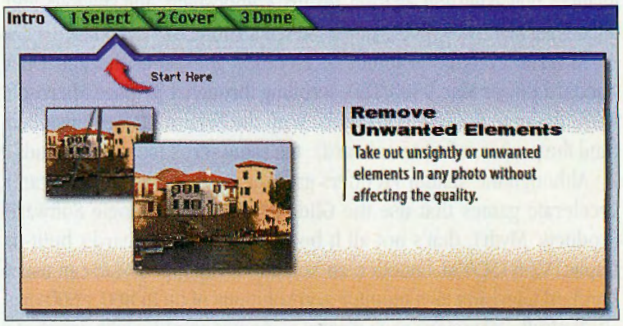
TABS: When you first run PhotoDeluxe, look through all the tabs to get an idea of where the tools are. Once you know where to find them, your work will go more smoothly.

CD-ROM: Keep the PhotoDeluxe CD in the CD-ROM drive when using the program. PhotoDeluxe will check for it.

ADVANCED BUTTON: Use the Advanced button to access some familiar Photoshop tools. Although it's not immediately apparent, some of Photoshop's power lurks under PhotoDeluxe's hood.



THE INTERFACE TAKES some getting used to, but it makes for quick work when applying effects to pictures. This image of Bill Gates' neighbor's garage (honest!) took only a few seconds to modify.



GEARED FOR SPECIFIC TASKS, PhotoDeluxe's tabs lead you to your goal.

PhotoDeluxe 2.0's great new features include red-eye removal; a Clone tool (for duplicating parts of an image); editable, rotatable, and sizable text; and several photo manipulation tools. These features, especially the Clone tool addition, make PhotoDeluxe 2.0 much richer than version 1.0. Of course, some other additions, such as image management, aren't so great. PhotoDeluxe uses the EasyPhoto Organizer, which catalogs files in galleries. The problem is that the gallery files included with PhotoDeluxe point to images on the PhotoDeluxe CD, so unless the CD is in the drive, the sample photos and clip art are not accessible.

Another downside, PhotoDeluxe takes up a lot of hard disk space. A minimal install occupies more than 70MB of space, and that does not include the photo galleries included with the program. Also, it takes some time to get used to opening and saving files using galleries.

PhotoDeluxe is not Photoshop. Repeat this mantra if you are a Photoshop user picking up PhotoDeluxe 2.0. It will be a frustrating experience. If, however, you're new to digital images and simply want to play around with pictures, PhotoDeluxe will suffice, especially for the $49 price tag. —*David Reynolds*

GOOD NEWS: Easy photo manipulation. Includes Photoshop tools. Good step-by-step procedures. Great power for the price.
BAD NEWS: Interface is a real departure from the Mac standard. Sucks up lots of hard disk space.

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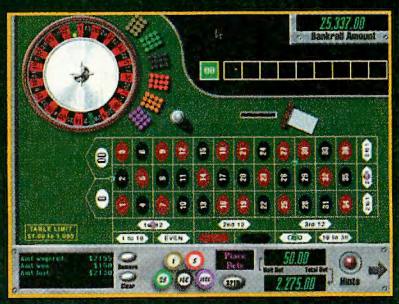
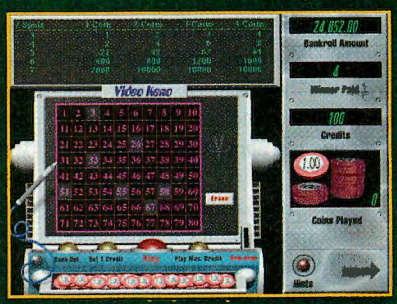
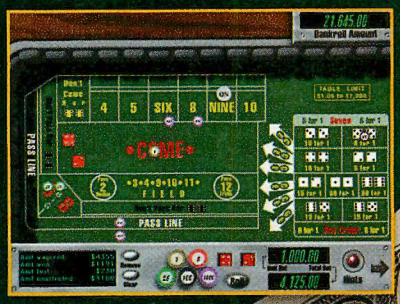


ROULETTE

SLOTS



VIDEO KENO



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System Requirements: Any Macintosh running system 7.0 or higher with at least 4MB RAM, CD-ROM drive and 256-color monitor (thousands of colors recommended)

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reviews

Galapagos: Mendel's Escape

COMPANY: Electronic Arts
CONTACT: 800-245-4525 or 415-513-7555, http://www.ea.com
PRICE: $44.95 (SRP)
REQUIREMENTS: 90MHz PowerPC or faster, System 7 or later, 10MB of application RAM, 10MB of free hard disk space

FIND A DEMO of Galapagos and the 1.1 updater on The Disc.

FIND ANARK on the Web at http://www.anark.com.

Galapagos, not unlike its namesake island chain, is a series of digital laboratories in which the inhabitants constantly evolve—albeit at a much faster rate than Darwin ever imagined. The story of Galapagos revolves around Mendel (as in Gregor, the geneticist), an artificial life form unlike any other computer game character. For the first time, we can say of a computer intelligence, "it's alive."

As an experiment in artificial life, Galapagos succeeds. The little blue Mendel does seem alive. This pipsqueak is constructed of blocky limbs and a buggy torso. Infrared and acoustic inputs on its head act as its senses. Mendel's limbs and senses connect to what Anark, the game's developer, terms Non-stationary Entropic Reduction Mapping (NERM) controllers—Mendel's brain. (See Oct/96, p90 to learn more about NERM.)

As Mendel experiences its environment, it interprets what it "sees" through its infrared eyes, and moves emulated servomotors controlling its limbs accordingly. When first born, Mendel falls off cliffs and walks right into deadly energy beams and lava pools. Each time it dies, a new data point is added to its NERM, and eventually Mendel learns "don't go there" and "don't do that." The Galapagos player can encourage Mendel to turn by clicking on the little character. Mendel acts incredibly lifelike, from whimpering when approaching danger, to occasional unpredictable behavior.

OH NO! THEY KILLED MENDEL! Watch Mendel try to navigate through the world of Sine. Watch Mendel die because you couldn't see the block coming for him.

But Galapagos isn't just an experiment, it's a game. The player must figure out how each of Galapagos' five worlds operates, and guide Mendel through them. Each of the worlds is stunningly rendered in vivid 3D textures, and gorgeous to look at. (The PC version uses 3D acceleration to make it look even better.) Rather than driving Mendel in a first person perspective, the player manipulates the Galapagos environment by clicking (sometimes repetitively) on it while watching Mendel from above.

This is where Galapagos begins to fall apart: As a game, it can be exceedingly frustrating. Unlike the user-controllable camera of Bungie Software Products' Myth: The Fallen Lords, in Galapagos the game moves the camera at will (although it's generally centered on Mendel). This can make parts of the game almost impossible to play: To manipulate the environment, the player must be able to see it, but the camera often swings out of view of an object, and the player can't click on it anymore. Then Mendel dies.

The other half of the gameplay issue is motivation: What reason does the player have to want to keep Mendel alive, to keep playing the game? The introductory story seems barely fleshed out: We're supposed to imagine a world outside of Galapagos that's being overrun by Galapagos itself, and Mendel is a soldier that will be used for evil if we don't help it escape. Unfortunately, the voice-over alone is not enough to make us suspend our disbelief. Also, Mendel, being a complex creature, can grow pigheaded about approaching the puzzles—you would, too, if you kept dying. Finally, at times, it seems as though you're fighting the game itself, not Galapagos, for control.

Darwin Do's and Don'ts

USE THE UPDATER on The Disc. You'll then be able to save at any point, eliminating much of the frustration of gameplay.
SAVE EARLY. Save often.
USE THE EXPORT AND IMPORT FUNCTIONS. A Mendel that's been killed too many times will go schizo and start walking in circles. Import an old one to make him walk straight!
DON'T BE AFRAID TO EXPERIMENT. Most of the puzzles involve figuring out what can be clicked on and the results of that action.

Tips

We're disappointed Galapagos does not provide enough carrots to make us want to keep playing. We think the artificial life and complexity theory driving Mendel are the destiny of computer intelligence and look forward to seeing them used again. Perhaps in a more free-form world, watching Mendel in action would be more enjoyable. On the other hand, this game editor-stumping puzzleland will be challenging to even the smartest of gamers. —*Kathy Tafel*

GOOD NEWS: Hard. Novel, realistic artificial life form. Stunningly intense artwork. Rich, creative levels.
BAD NEWS: Too hard. Can't control camera view. No 3D acceleration support in Mac version. Carpal tunnel syndrome-inducing mouse action.

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Kidz Stuff

Brisbane school kids boogie down to the funky beat of reporting on the latest kids software.

Disney's MathQuest With Aladdin

COMPANY: Disney Interactive
CONTACT: 800-688-1520, http://www.disneyinteractive.com
PRICE: $39.95 (SRP)
REQUIREMENTS: 68040 or faster, System 7.1 or later, 16MB of RAM, 2X CD-ROM drive

FIND A DEMO of Jubilee's Journey on The Disc.

Bone up on your math skills—you'll need them to help Aladdin, Jasmine, and Abu escape from the clutches of the evil genie Bizarra. You'll barter using fruit, create symmetrical mosaics, and mix up the correct amount of magic crystals to free your friends. Of course, you must first escape the dungeon where Bizarra landed you, by adding and subtracting your way through Yazoul's number wall. Iago and the ever-hilarious Genie are there to humor...er...help you when times get tough.

GOOD FOR GRADES: 1 to 3

LIKES: "I like the cartoons, their voices, and the 3D pictures." ▪**Jonathon**

"I liked how they taught you so much stuff and how they made it into a game." ▪**Traci**

DISLIKES: "I do not like the games." ▪**Kiah**

"I didn't like that it took forever to get into. It took me more than 10 to 15 minutes. I hated waiting." ▪**Amanda**

SOUND ADVICE: "I would make it take less time to go somewhere when you click on it." ▪**Michelle**

FINAL REPORT: Robin Williams, as Genie, shines in an otherwise uninspiring production.

ALADDIN'S BIG BUDGET MATH ADVENTURE lacks magic, even with the genies. If you loved the movie, well, whatever.

Meet the players...

KIAH BUCHNER, Age 10, Grade 5
EXPERTISE: Boogie boarding
PICK OF THE MONTH: Make-a-Map 3D

TRACI NOWAKOWSKI, Age 10, Grade 5
EXPERTISE: Soccer
PICK OF THE MONTH: Where in Time Is Carmen Sandiego?

MICHELLE GOODWIN, Age 11, Grade 5
EXPERTISE: Shopping
PICK OF THE MONTH: Jubilee's Journey

BRUNO BOVO, Age 10, Grade 5
EXPERTISE: Skydiving
PICK OF THE MONTH: Where in Time Is Carmen Sandiego?

CHRISTINE SHULENBERGER, Age 10, Grade 5
EXPERTISE: Shopping
PICK OF THE MONTH: All Dogs Go to Heaven Activity Center

JOLIE LAU, Age 11, Grade 5
EXPERTISE: Music
PICK OF THE MONTH: Young Dilbert in Hi-Tech Hijinks

JONATHON BUTTON, Age 10, Grade 5
EXPERTISE: Bungie jumping
PICK OF THE MONTH: Where in Time Is Carmen Sandiego?

AMANDA OLSON, Age 10, Grade 5
EXPERTISE: Sports
PICK OF THE MONTH: Young Dilbert in Hi-Tech Hijinks

All Dogs Go to Heaven Activity Center

COMPANY: MGM Interactive
CONTACT: 800-646-5808 or 708-799-2350, http://www.mgm.com
PRICE: $29.95 (SRP)
REQUIREMENTS: Power PC, System 7.0 or later, 16MB of RAM, 2X CD-ROM drive

Young dog lovers will be in seventh heaven mixing up their own mutts, playing canine card games, coloring pictures, and combing away fleas in this lively activity center featuring the world's wackiest dogs. Unlike most playful pups, these dogs take on air hockey, tell corny jokes, and paint masterful imitations of such greats as Picasso, Van Gogh, and Warhol. Kids barking for more facts can sample video snippets of more than 50 breeds of real-life dogs.

IF YOUR DOG BEATS YOU AT CARDS, you don't need this disc. Otherwise, it's a must-have for any kid.

GOOD FOR GRADES: K to 5
LIKES: "I like how all of the dogs had a different game to play." ▪**Bruno**
"I really liked the art center. They had color-in and connect-the-dot pictures." ▪**Amanda**
"I liked the connect-the-dot and coloring." ▪**Kiah**
DISLIKES: "I didn't like the fat dog's game. It was boring." ▪**Jonathon**
"The dogs talked too much." ▪**Christine**
SOUND ADVICE: "I would make it more educational." ▪**Traci**
FINAL REPORT: Hot dog!

Young Dilbert in Hi-Tech Hijinks

COMPANY: KnowWonder
CONTACT: 888-566-9637 or 425-482-0202, http://www.knowwonder.com
PRICE: $34.95 (SRP)
REQUIREMENTS: 68040 or faster (80MHz Power PC recommended), System 7.0 or later, 16MB of RAM, 2X CD-ROM drive

Long before Dilbert turned into a jaded cubicle dweller, he was a fun-loving computer kid with a messy room and one ugly computer virus. You must help young Dilbert and his pals, Dogbert and Ratbert, scare away the slimy bug by diving into the broken computer and repairing components. You'll learn how computers work while playing games to fix the shattered hard drive and cracked RAM. Once you've got the disaster under control, you can roam around Dilbert's room for even more "hi-tech" adventures.

GOOD FOR GRADES: 3 and up
LIKES: "I like this game because there are a lot of fun games to play." ▪**Jolie**
"I like when you play tick-tac-toe and also making art." ▪**Traci**
"I really liked the alien chasing game." ▪**Amanda**

YOU DON'T HAVE TO BE A BITTER VICTIM of the corporate caste system to love Dilbert and his nerd posse, Dogbert and Ratbert.

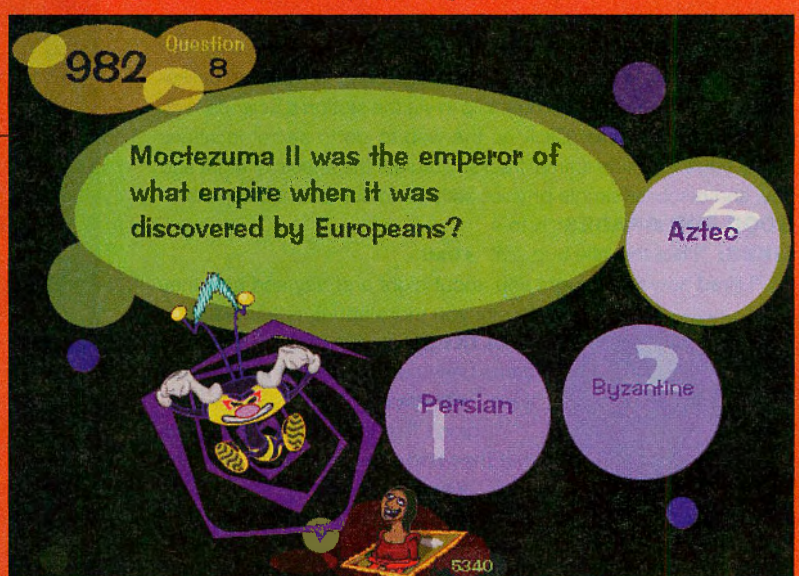
DISLIKES: "I didn't like how the characters moved because they moved slow." ▪**Bruno**
"All you do is write your name and age, then they talk and talk and they won't give you a chance to do anything. What blabbermouths!" ▪**Michelle**
SOUND ADVICE: "I would put in more games and things to do." ▪**Kiah**
FINAL REPORT: If only a broken hard drive could really be this fun....

GeoBee Challenge

COMPANY: National Geographic Interactive
CONTACT: 800-234-3088 or 415-897-9900, http://www.mindscape.com
PRICE: $29.99 (SRP)
REQUIREMENTS: 33MHz 68030 or faster, System 7.5 or later, 8MB of RAM, 2X CD-ROM drive

You Don't Know Jack meets Jeopardy in this geography quiz game that's virtually buzzing with oddball characters, silly categories, and seriously tough questions. BuzzBee, your animated host, referees the contest between you and up to two of your friends as you ring in answers to more than 2,000 brain stumpers, bonus questions, and surprise challenges.

GOOD FOR GRADES: 5 and up
LIKES: "I like all the questions that they ask you because they are very challenging." ▪**Traci**
"I liked the cartoons." ▪**Jonathon**
"They made a game out of school." ▪**Christine**
DISLIKES: "I didn't like how the game was only about asking questions." ▪**Bruno**
"I did not enjoy the questions, they were either too easy or too hard." ▪**Kiah**
SOUND ADVICE: "Make the questions not as hard. Also, make levels." ▪**Amanda**
FINAL REPORT: The buzz be good.



GEOGRAPHY QUIZ GAME puts kids on top of the world with tons of tough questions.

Where in Time Is Carmen Sandiego?

COMPANY: Brøderbund Software
CONTACT: 800-548-1798, http://www.broderbund.com
PRICE: $39.95 (SRP)
REQUIREMENTS: PowerPC only, System 7.1.2 or later, 8MB of RAM, 2X CD-ROM drive

Crack open the history books, gumshoes, there's no time to lose. Elusive crime queen Carmen Sandiego has stolen the world's only time-travel device and blasted to the past to pick up and pocket history's most treasured relics. You'll brush elbows with the vikings, help a pharaoh in need, compose symphonies with Beethoven, and consort with a slew of other past-tense muckety-mucks as you collect the clues to Carmen's big-time crimes.

GOOD FOR GRADES: 4 to 6
LIKES: "I liked the sound effects, and the graphics, and how the game was fun." ▪**Bruno**
"I liked the graphics. I also liked the way they talked." ▪**Traci**
"I liked the music and the pictures—really everything." ▪**Jonathon**
DISLIKES: "I don't like the game because there is not much to do." ▪**Jolie**
SOUND ADVICE: "I do not want to change anything." ▪**Kiah**
FINAL REPORT: Two-disc crime spree pays to play.

TIME LITERALLY FLIES when you're tracking down crooks with a penchant for the past. Clue-sniffing history hounds are on the right track.

Thinkin' Science

COMPANY: Edmark
CONTACT: 800-691-2985, http://www.edmark.com
PRICE: $29.95 (SRP)
REQUIREMENTS: 25MHz 68030 or faster, System 7.0.1 or later, 8MB of RAM, 2X CD-ROM drive

A leaf, a rock, a sock, and a paper bag spring to life as an unlikely science title. The scouts blip in via the station's Science Web with experiment alerts. Click on the web to go to secret locations where you'll examine animal tracks, simulate the effects of night and day, and discover simple physics with pendulums and catapults.

GOOD FOR GRADES: K to 4
LIKES: "I like the little bug girl." ▪**Traci**
"I liked how they taught you about night and day and how they taught you more about rocks." ▪**Kiah**
DISLIKES: "I did not like the web game because they did not give instructions." ▪**Christine**
"I didn't like the choices of objects that they had—the rock, bag, leaf, and sock." ▪**Amanda**
SOUND ADVICE: "Add more details." ▪**Michelle**
FINAL REPORT: Works faster than warm milk. Zzzz-zzz.

MONOTONOUS SCIENCE EXPERIMENTS offer many levels of difficulty, but you'll be too bored to try them all.

Jubilee's Journey

COMPANY: RMC Interactive
CONTACT: 800-762-6443, http://www.mindmagic.com
PRICE: $39.95 (SRP)
REQUIREMENTS: 68040 or faster, System 7.1 or later, 16MB of RAM, 2X CD-ROM drive

GOODALL THROWS A MONKEY into her good works with ecofriendly results.

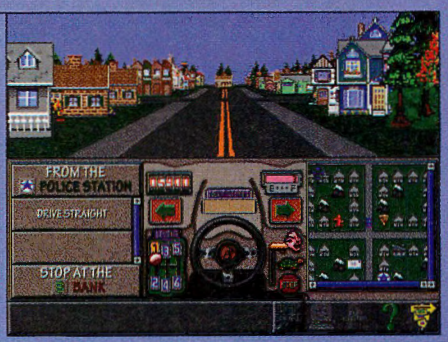
Young recyclers aching to save the world from the trash-tossing, clear-cutting, oil-spilling "just me's" need to find six hidden objects from around the world to help people clean up the environment and save the earth. Jane Goodall offers encouragement via short video bits while her pet monkey Jubilee (you'll love him or you'll hate him) takes you traveling on his bicycle in search of ecofriendly games.

GOOD FOR GRADES: 1 to 5
LIKES: "It taught me a lot about our environment." ▪**Jolie**
"I liked everything, especially the cute monkey." ▪**Kiah**
"I think that everything I saw was fun and exciting" ▪**Michelle**
DISLIKES: "I didn't like how you have to listen to them talk, and also, all the games on there are boring." ▪**Traci**
"I hated the little monkey." ▪**Jonathon**
SOUND ADVICE: "Have Jane talk slower." ▪**Christine**
FINAL REPORT: Think green!

Make-a-Map 3D

COMPANY: Panasonic
CONTACT: 888-PANAKID or 408-653-1888, http://www.learningladder.com
PRICE: $39.95 (SRP)
REQUIREMENTS: 68040 40MHz or faster, System 7.1.1 or later, 8MB of RAM, 2X CD-ROM drive

Get a grip on getting around with this innovative approach to mastering maps that literally drives home learning. Lost souls start at the visitor's center to learn simple directions and map basics, or they can head straight to the fun stuff—making maps. Place streets, trees, buildings, and houses on a grid to make your own town, then hop in your car and drive around the 3D replica.



DRAW AND DRIVE 3D DISC revs up your idle map-making skills and takes you on the road.

GOOD FOR GRADES: 4 and up
LIKES: "I liked how you drive your car and how you get to make your own maps. I enjoyed this CD a lot." ▪**Kiah**
"I liked it when you could crash into things." ▪**Michelle**
DISLIKES: "I didn't like how it was hard to drive" ▪**Jonathon**
"I didn't like that Madison kept saying, 'Ooh, what a wipeout. You'll have to go back to the shop for repairs.' He got very annoying." ▪**Amanda**
SOUND ADVICE: "Put more games on it." ▪**Bruno**
FINAL REPORT: Gives directions to young lives—in 3D!

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September 9, 1997
EarthLink Network

how to

how to jazz up HyperCard stacks

HyperCard stacks don't have to be as ugly as, well, HyperCard stacks.

"Poverty preserves," as the Catalan saying goes. It certainly has been true of HyperCard, the world's first multimedia authoring program and possibly the only personal computer software in recorded history to celebrate its 10th birthday still in version 2. Bill Atkinson's brainchild has managed to survive the last decade despite—or, perhaps, because of—Apple's evident determination to starve it to death. (Have you tried to buy HyperCard recently? Apple sure doesn't make it easy to find; see "Where the Heck Do I Get It?")

What kept it alive? HyperCard addicts, of course—and we know there are thousands of you out there.

You stackers know that HyperCard was so ahead of its time in 1987 that the rest of the world still hasn't quite caught up yet. Total interactivity! A complete text-chunking scripting language! Plug-ins! That doesn't mean it's perfect. For every fast-forward feature, there's some antediluvian limitation, such as lack of support for real color or drag-and-drop or text blocks bigger than 30K or...well, the list does go on. And let's face it, stacks have always been kind of ugly. That 1-bit, 1987 look is just the worst kind of retro. Here's how to brighten your stacks. —*Steven Anzovin*

FIND A DEMO of MegaFields, a Color Tools tutorial stack, and the HyperCard 2.3.x updater on The Disc.

Add Color to Stacks

Because color is an alien concept in HyperCard, color-adding externals do their work on card or background layers in another dimension. This forces you to go through all kinds of contortions to do what comes naturally in other programs, and it constrains what you can achieve. But the users of your stacks probably won't notice—they'll just be happy you didn't resort to the fish-scales pattern again.

Hot Tip:

HyperCard stack updates for Mac OS 8 are on the Mac OS 8 CD. Several reference and help items were modified so that they no longer create a menu called Help, which conflicts with Mac OS 8's system Help menu. The updated stacks are needed only when running HyperCard with Mac OS 8 or later.

What You Need:

- HyperCard 2.3.5
- At least 512K allocated to the HyperCard application
- The Color Tools stack, which comes with HyperCard
- MegaFields 1.2 or later ($59.95) from Royal Software (800-888-7667 or 937-438-5975, http://www.royalsoftware.com/default.html), the only company in the world that makes its living entirely from HyperCard add-ons.

To Install Color Tools:

1. Open the Color Tools stack.
2. Click on Install Color Tools. This button installs resources into your Home stack and adds handlers to the Home stack script. A new menu, Color, joins the HyperCard menu bar.
3. Go to the Home stack (press Command-H or the Home key). You'll see a new button called Color Tools. Make sure it's on. Also check that HyperCard is set for authoring. Press the left arrow key to go to the last Home card. Select User Level 4, Authoring, or User Level 5, Scripting. Or, from any stack, press Command-M to call up the Message box, type "set userlevel to 5", and hit Return.

THE COLOR TOOLS STACK adds color to your HyperCard world.

Where the Heck Do I Get It?

Getting your hands on a new copy of HyperCard ($99 SRP for version 2.3) is easier than pinching live flies out of the air, but not much. For starters, forget about finding it retail, except maybe in some musty university bookstore. (To locate a reseller in your hemisphere, call 800-538-9696.) Nor will you see it pictured in the major Mac direct sales catalogs, though they may be able to get it for you if you ask. To order HyperCard online, go to http://www.claris.com/products/sales/order-apple.html. Alternately, call 800-331-6187, ext. 311.

To upgrade from version 2.3.x to version 2.3.5, you'll need to download a free updater. It's on The Disc. Or look for it on the Apple HyperCard Developer World page at http://www.hypercard.apple.com/dev_world.html —also a good source for other HyperCard goodies—or on America Online's HyperCard and Apple areas. Download either the HyperCard 2.3.5 Updater 1.1 or the Update Installer 1.1, which is considerably larger. Both of these will update the application to 2.3.5, but the Update Installer also installs 2.3.5 versions of StackToApp, Readymade Buttons, Color Tools, Audio Help, and Power Tools. It's the right thing to do.

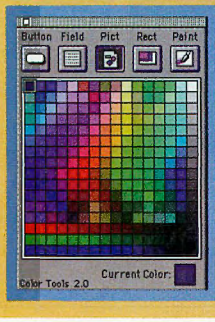
TIP 1 Add a Color Picture to a Card

1. Open an existing stack, or create a new stack by choosing New Stack from the File menu.
2. Choose Open ColoringTools from the Color menu. The Color Tools stack adds color resources to the stack. The menu bar changes to show choices available in Color Editing mode, and the color palette opens.
3. If you want the picture (or any other object) to appear on all cards of your stack, press Command-B to enter Background mode. Anything placed on the background is shared by all cards with that background. Stay in Card mode to put the picture on the current card only.
4. Choose Place Picture... from the Items menu. In the dialog box, click on Import, and select the picture you want. Click on Place to put the picture on the card.
5. Drag inside the picture to place it exactly. Resize the picture by dragging a corner. Pressing the Shift key as you drag a corner does not preserve the picture's aspect ratio, as in any normal, well-socialized graphics program; it merely constrains the resizing to the horizontal or vertical axis. Note that 16- or 24-bit pictures will automatically be dithered down to 8-bit (256 colors).

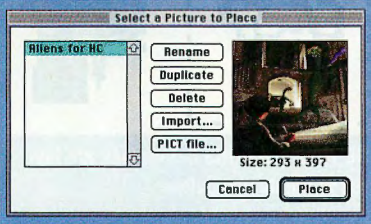
To Draw a New Color Picture:

1. Turn on Color Tools, and choose Create New Picture from the Items menu.
2. Name your new picture, draw it with the MacPaint-style color paint tools, then save the picture and close the color paint palette.
3. Place your picture using the above technique.
4. Note that the picture will come in as a rectangle, without any transparency. Double-click on the picture, and turn on Transparency in the box that pops up. All white areas become transparent.

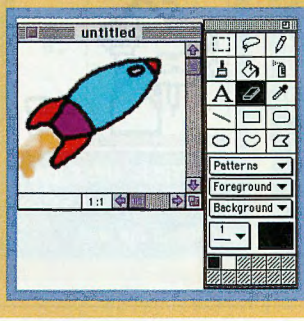
If you need to draw or layer pictures in a more sophisticated way, do it in MetaCreations Painter or Adobe Photoshop first, then import the finished picture. Note, however, that pictures made with Color Tools are a lot smaller than PICTs made with Painter or Photoshop, and that helps maintain the performance of your stack.



THE COLOR PALETTE has mode-switching buttons along the top and a fixed 256-color palette below.



USE THE PLACE PICTURE BOX to import PICTs. Available images are listed on the left.



HYPERCARD'S COLOR PAINT TOOLS make compact files, but don't give up Photoshop yet.

TIP 2 Add Spot Color to Objects

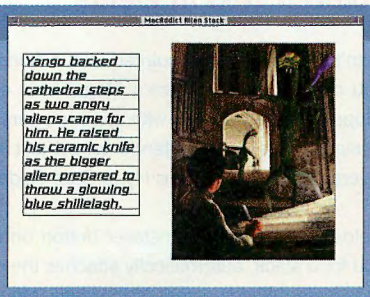
1. Choose a color from the color palette.
2. Click the field button on the color palette.
3. Click the field. The field background will take on the selected color.
4. Double-click the field to bring up the Field Information box. Here you can more precisely set the field size and color, and add a bevel (an edge treatment).
5. Want a rectangle of spot color without text? Add color to an empty, transparent field. It works better than the Place Rectangle option in the Items menu.

For a Circle or Oval of Spot Color:

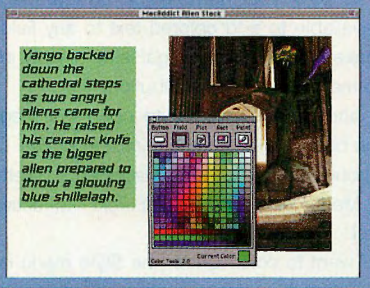
1. Before you enter Color Editing mode, create an oval button. Choose New Button from the Objects menu, and choose Oval from the button-type pop-up menu in the Button Info box. Click OK, then drag the corners of the button marquee to set the oval's size and dimensions. Press the Shift key while you drag to create a perfect circle.
2. Enter Color Editing mode. Click the Button button in the color palette.
3. Click the color you want, then click the oval button. You'll see a rectangular marquee, but color will fill only the oval.

If you move colored objects when you're not in Color Editing mode, the color blocks won't move with them. Choose Redraw Screen from the Color menu to align things again.

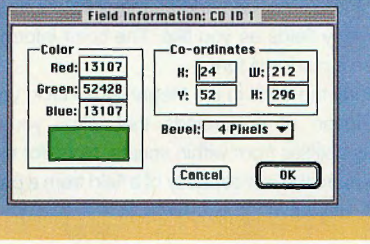
To change the layer relationships of colored objects (which object is on top of which), enter Color Editing mode and use the Bring Forward and Send Back commands in the Items menu. You can't change the layer relationships of colored objects in the normal black-and-white Button or Field editing modes.



BEFORE ADDING SPOT COLOR, you'll need a new field.



TEXT REMAINS BLACK while the color goes behind, so don't use a color that will make the black text hard to read.



SET PRECISE PARAMETERS for color and position here. The bevel for fields goes "in," while the bevel for buttons goes "out."

TIP 3 Make a Color Icon for a Button

1. You can't use color icons directly in HyperCard, so open the icon in an icon editor or paint program, and save it as a PICT. Or create your own icon in a paint program and save it as a PICT. The HyperCard icon size is 32 x 32 pixels.
2. Place the PICT on the card as above.
3. Exit Color mode and choose New Button to create a new card button. Make it transparent and set the Auto Hilite property to on. Click OK to save your changes, then position the button over the color icon. The picture underneath will show through the button.

The button functions as it should, except for one thing: When you click, the whole area of the button turns black, instead of just inverting the button picture. (If you set the button's Auto Hilite property to off, you won't get the black box effect, but you also won't get any feedback when you click the button.) So try this more elaborate alternative for a better-looking color button:

- The trick is to create two versions of a button icon, a black-and-white one that HyperCard can use, and a color one to use as a PICT. First, create an 8-bit, color, 32-x-32-pixel image in a paint program. Save it as a PICT.
- In your paint program, using the same PICT, create a 1-bit, black-and-white version. Copy it to the Clipboard.
- Go to HyperCard. Import and position the color PICT as above.
- Create a new, transparent button. In the Button Info box, click on Icon... to choose a button icon.
- In the Choose Icon box, select an icon to edit. Click on Edit... to go to the Icon Editor.
- In the Icon Editor, press Command-A to select the icon. Paste in the 1-bit image from the Clipboard. Use the pencil tool to make any changes here. Name the new icon, exit the Icon Editor to save your work, then double-click on the new icon to apply it to the button.
- Position the button over the PICT, and return to Browse mode. Now when you click the button, it highlights properly.

CREATE OR IMPORT a 32-x-32-pixel image to use as a button icon.

USE HYPERCARD'S icon editor to make a 1-bit version of the icon.

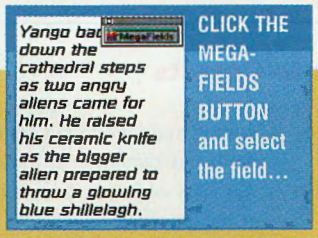
THE TWO VERSIONS before they are layered to create one button.

THE HIGHLIGHTED BUTTON, ready for action.

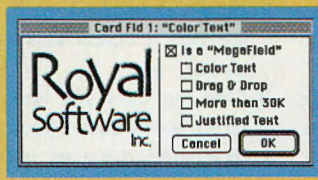
TIP 4 Put Colored Text in Fields

HyperCard 2.3.5 doesn't directly support colored text in fields. So to perform this trick, you need Royal Software's MegaFields external. MegaFields adds a dopplegänger window with super powers on top of any field in your stack. This field pretends to be just like the HyperCard field it covers, but unlike regular HyperCard fields, it can have colored text.

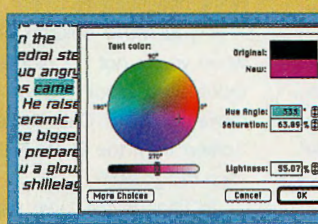
1. Go to the MegaFields stack. Click the Installer button on the first card; it prompts you for a stack, automatically attaches the relevant scripts to it, and adds a MegaFields palette to the stack. MegaFields also can alter the script of your home stack, so that MegaFields palette always is available to add colored text to any field in any stack. However, make sure to install MegaFields directly into your stack if you plan to make copies for distribution.
2. Go to your stack and press Control-F to open the MegaFields palette. Clicking the button changes the cursor to a plus. Click on any card or background field to see the MegaFields palette. Click "is a MegaField" MegaFields and "Color Text" to activate the MegaFields external.
3. Select the text you want to color. Under the Style menu is a new option, Text Color. Select the color you want, either from the submenu or the Color Picker. You can add as many colors as you like to the field, to as many fields as you like. The color information is stored in HyperCard's resource fork.
4. Scripters should study the docs in the MegaFields stack; you'll find a complete description of commands that allow you to call MegaFields' various abilities from within scripts. Note, for example, the command to expand the text capacity of a field from a paltry 30K to a spacious 4MB. Hey now!



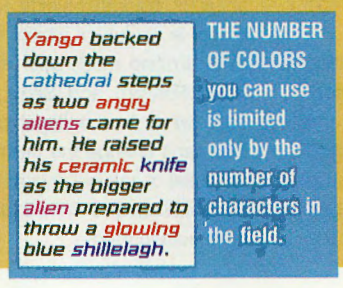
CLICK THE MEGA-FIELDS BUTTON and select the field...



...TO SEE the Megafields palette.



ANY COLOR in the Color Picker is taken on by the selected text.



THE NUMBER OF COLORS you can use is limited only by the number of characters in the field.

Steven Anzovin has put hundreds of bitter MIS guys out on the street by rewriting their mainframe code in HyperTalk. He wears a bullet-proof vest at all times.

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You are Maverick-
and you've got
your orders on your
mind, Commander
Hondo
on your back and
MiGs on your tail.
So fuel up.
Strap yourself in.
And let 'em know your bark
is nothing...
next to your bite.

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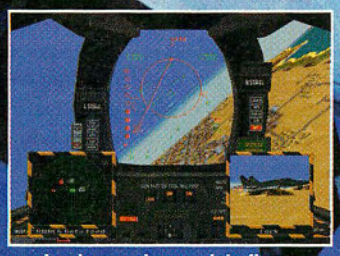
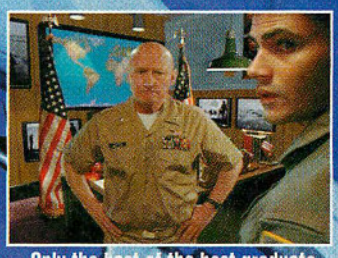


Lead your wingmen into fierce dogfights and air-to-ground combat in over 40 missions



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how to create inline frames

Learn everything you need to know about these low-impact frames.

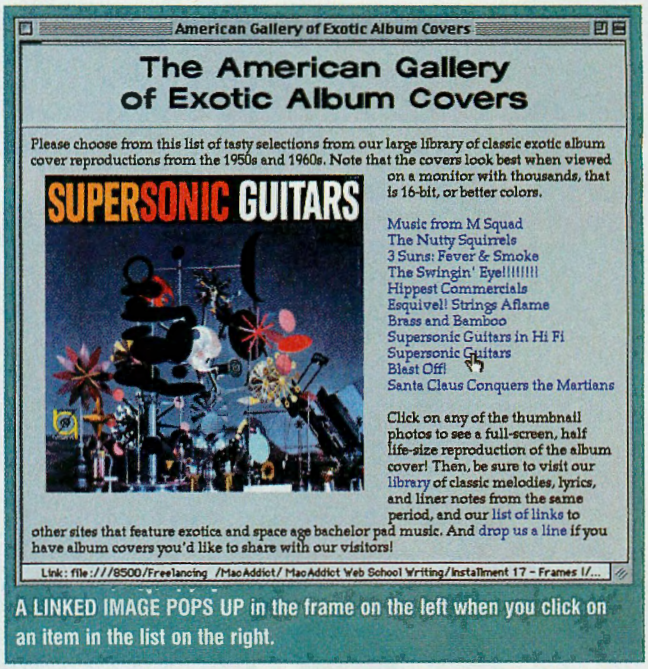
Frames, as we discovered in the last two columns, are not horribly difficult to build—somewhere on the easy side of a Heathkit walkie-talkie. They *are,* however, a fairly intrusive method of displaying information, throwing up scroll bars and borders and such all over the page and mixing up your visitors' attempts at navigation.

Now that you've learned to construct frames using nothing but your bare hands, Elmer's glue, and raw HTML, we've got an unusual, low-impact form of frames that you may find intriguing. They're called *inline* frames, nicknamed *floating* frames, and you can't build them with Adobe PageMill or any other WYSIWYG tool. The only way to build an inline frame is with a tool such as Bare Bones Software's BBEdit and your newly acquired knowledge. Remember when we promised you'd be glad you learned to code these things by hand? Here goes.

You're probably accustomed to frames as intrusive, lumbering pieces of page design, sort of like a deck built onto the back of your house made of massive steel girders and huge pieces of timber. Stop and alter your expectations a bit. Picture a simple window onto your garden. Imagine a window smack-dab in the middle of your page, a portal you can set down anywhere on the page, which your visitors peer through onto another page or image.

Check out our example—the picture on the left looks like a typical image, with text wrapping around it. But here's the kicker: Click on any of the links in that list on the right, and *the image changes to match the selection.* The whole page remains intact—the clicks change just the image. It's an image! It's a frame! It's two features in one! And with none of the typical clumsiness of frames. I can think of more than a few uses for inline frames, and I'll bet you can, too.

Why put an image into a floating frame? Because it's very, very cool, of course. But it's functional, too. It's perfect for thumbnail views, a snippet of text, anything that deserves a quick glance. *—Joseph O. Holmes*



A LINKED IMAGE POPS UP in the frame on the left when you click on an item in the list on the right.

Important Note:

Before we go further, brace yourself for the bad news. Inline frames are supported by only Microsoft Internet Explorer 3.0 and later—and in my experience, they can act pretty darned flaky in Explorer 3.x; they're fine in Explorer 4.x, however. Netscape Navigator doesn't display floating frames at all. You'll have to warn your visitors that they're missing some content if they don't have Explorer. Later I'll go into a slightly more attractive solution for browsers that can't see inline frames.

STEP 1 Tag! You're It!

As you remember, a <frameset> tag replaces the <body> tag on an HTML page. Inline frames work differently. Even though we're working with a kind of frame, forget the frameset concept altogether. An inline frame is built around a simple pair of tags: <iframe> and its closing counterpart, </iframe>. Treat these tags like image tags, not like <frame> tags. You can put them anywhere on a page that an image would fit. In our example above, we put the inline frame tags on the HTML file that our bottom frame points to. Catch that? The inline frame tags are not in our frameset but in the document that's used to fill the lower frame.

Important Note:

Nothing **goes between the opening and closing <iframe> tags. Anything appearing between them is ignored when the frame is displayed.**

STEP 2 Add Frame Attributes

Inside the opening <iframe> tag is where you put your usual selection of frame attributes, including frameborder, marginheight, marginwidth, name, scrolling, and src, as below:

```
<iframe src="supersonic.jpg" frameborder="1"
marginwidth="5" marginheight="5" NAME="album_frame"
SCROLLING="no"></iframe>
```

All these attributes act just as they do within the usual frame tags; that is, your floating frame can have scroll bars, adjustable margins, a border, and a name for targeting, just as regular frames do. We covered the details of those attributes over the last two months.

STEP 3 Add Image Attributes

Inline frames act like an image, so guess what—you can manipulate the frame as if it were an image. Insert attributes such as align, height, and width inside the <iframe> tag.

Here's a typical example, lifted from this month's sample page:

```
Please choose from this list of tasty selections from
our large library of classic exotic album cover
reproductions from the 1950s and 1960s. Note that the
covers look best when viewed

   <iframe src="cover_images/supersonic_thumb.jpg"
width="150" height="150" align="left" frameborder="1"
marginwidth="5" marginheight="5" NAME="album_frame"
SCROLLING="no">
   <br>
   <b>!!Sorry, your browser does not support inline
frames. Please select your images from <A
HREF="files.html">this list.</A>!! </b>
   <br>
   </iframe>

on a monitor with thousands, that is 16-bit, or better
colors.<br><br>
```

Examine the HTML closely, and you'll see that we plopped the <iframe> tags right in the middle of our body text. Because we inserted an align="left" attribute, the frame sits on the left with text starting above and wrapping all around it.

STEP 4 Target the Inline Frame

To our <iframe> tag we also added a name attribute, which you'll remember from last month's discussion of regular frames. This lets us use a target attribute to force a link to load into the named inline frame. Without a target, the new page simply loads into the entire browser window. In our example, the header includes this info:

```
<html>
<head>
   <meta name="GENERATOR" content="Adobe PageMill
2.0 Mac">
   <base target="album_frame">
   <title>Untitled Document</title>
</head>
```

All the links on this page then load into our inline frame, which we named "album_frame."

Remember, for the other links on the page—which we *don't* want to load into the inline frame—we can override that base tag by putting a target attribute into individual anchors, not into the header:

```
<A HREF="library.html" TARGET="_top">library of
files</A>
```

A target inside an anchor always overrides the base tag. This is just a cursory run-through of names and targets. For the details, see "How to Create Frames, Part 2," Feb/98, p78.

STEP 5 Straighten Up That Frame, Soldier!

If you don't specify the height and width of your inline frame, it defaults to 150 pixels high by 300 pixels wide. If you don't care for that particular size, use the height and width attributes inside the opening <iframe> tag. In our example, we have a square 150 pixels high by 150 pixels wide:

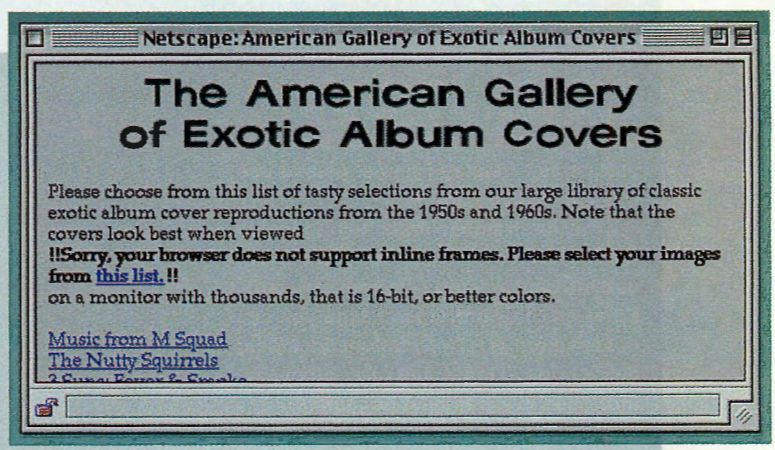
```
<iframe SRC="supersonic.jpg" width="150"
height="150"></iframe>
```

STEP 6 But I Hate Internet Explorer!

Don't have a cow, man. It's only a browser, for cryin' out loud, not a drug dealer or Microsoft Word 6. Nonetheless, you will want to be kind to visitors with other browsers, and we mean Netscape Navigator. Alert them to your inline frames and offer them an alternative. Here's the secret: Insert some text between the opening and closing <iframe> tags.

As I said earlier, anything appearing between the two tags is ignored when the frame is displayed. *But!* The text *will* be displayed by (most) browsers that can't make any sense of the <iframe> tags. At right is how our page looks to Netscape Navigator 4.0.

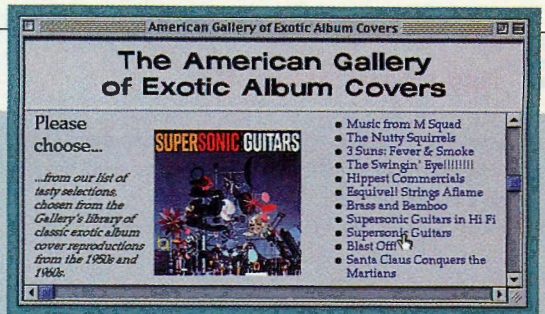
Note that the text arrives intact but that you lose the image-type features such as alignment. You can check out the HTML for all of this under Step 3.



STEP 7 Slap an Inline Frame Into a Table

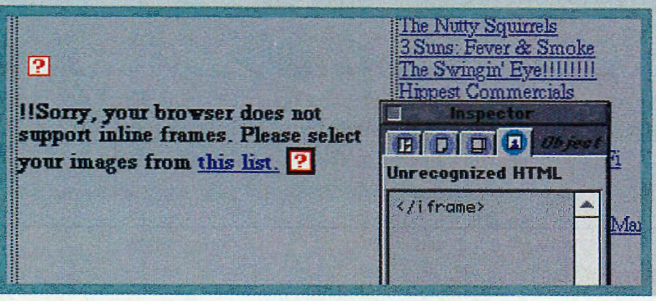
I lied. You *can* use PageMill, or any other WYSIWYG tool, to work with inline frames. Of course, you'll have to insert all the <iframe> code with your tool's HTML editing mode. And the frame won't display in preview mode. So why bother? Well, I'd rather build a table in PageMill than in bare HTML any day.

So here's a last suggestion: Use a table to lay out your inline-frame page. Below is a table-layout alternative to our example:



THE INLINE FRAME remains subtle and very useful.

WE DID THE GRUNT WORK—the tables—in PageMill, which kept our <iframe> tags intact, even though we couldn't work with them.



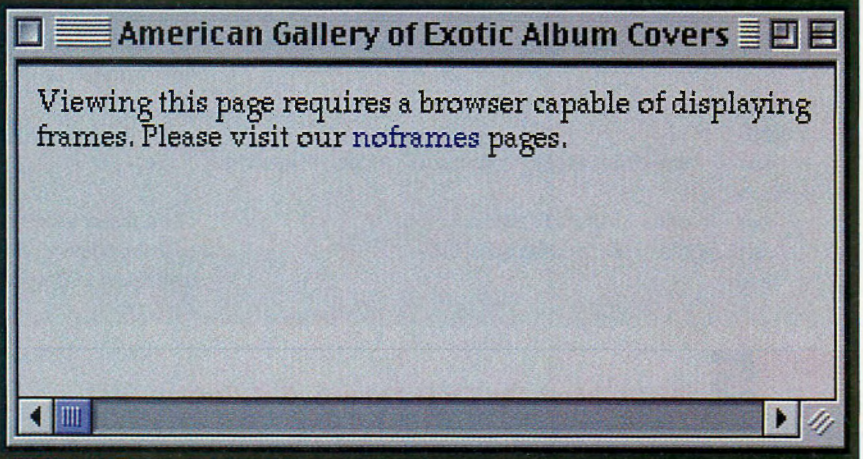
Joseph O. Holmes would love to hear your tips and questions on Webmaster topics. Send email to professor.web@pobox.com, but please remember, he can't personally reply to every message.

The No-frames Alternative for Regular Frames

We have one more, very important detail to pass along that applies to regular frames—the kind we covered in January and February. As with nearly all Web technologies, there still are many older browsers out there that can't read frames of any kind. There also are plenty of new browsers out there with frames simply turned off in the preferences. And there are browsers that are aware of frames and can read the tags but can't display them.

The <noframes> tag (and its closing counterpart, </noframes>) was created for those browsers. It cordons off a section of content that is displayed to only the no-frames crowd and ignored by frames-reading browsers. You do want to include a no-frames section in any frameset document, if only to display the message "This page requires a frames-capable browser." Of course, it's even more polite to set up a separate set of pages that don't require frames at all, linked to a no-frames section reading, "For browsers that cannot display frames, please use this alternative page."

The <noframes> tags belong inside the outermost <frameset> tags but outside any nested <frameset> tags. Between the <noframes> tags you can put any normal HTML content, including the <body> tags that are otherwise forbidden in a frameset document:



HERE'S WHAT YOUR FRAMES-IMPAIRED FRIENDS will see on their screen.

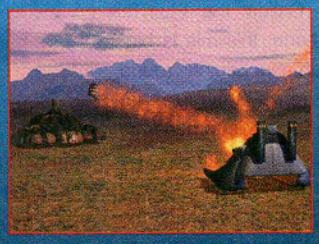
```
<html>
 <head>
  <title>The American Gallery of
Exotic Album Covers</title>
  <base target="_top">
 </head>
  <frameset rows="70,*"
frameborder="no">
  <frame src="title.html"
name="title_frame" scrolling="no"
noresize>
  <frameset cols="35%,65%">
   <frame src="toc.html"
name="toc_frame" scrolling="no"
noresize">
   <frame src="gallery_pages/
blastoff.html" name="album_frame"
scrolling="yes">
  </frameset>
 <noframes>
  <p>
Viewing this page requires a browser
capable of displaying frames.
Please visit our <A HREF=
"noframes.html">noframes</A> pages.
  </p>
 </noframes>
 </frameset>
</html>
```

By using the <noframes> tag, you'll be doing a great and helpful service for all those Web surfers out there who, for whatever reason, can't view frames. Be nice to them and they'll come back to visit you.

ONE PLANET. ONE CHANCE. TAKE IT BEFORE THEY DO.

DEADLOCK™

PLANETARY CONQUEST



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"Absorbing Gameplay" -Next Generation

"Deep, rich...one of the best conquer-the-planet strategy games in years. Editor's Choice" -PC Gamer

"Sim City on Steroids" -Computer Life

★★★★

"...richly developed backgrounds of the alien races and the thoroughly refined technology give this game a personality all its own." -Computer Gaming World

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how to

know it all about sound

Record sound, capture sound, use sound! We tell you how to do it all!

FIND THE SHAREWARE mentioned on The Disc.

One of the most powerful and overlooked features of the Mac OS and Macintosh computers is the ability to process sound. Since its beginning, Apple has recognized the role of sound in creating a true all-around computing experience. It began with the Apple II series, particularly the Apple IIGS (the GS stood for graphics and sound). To truly appreciate how ahead of the game Apple was at the time, just take a look at what the IBM compatibles had for sound at the same time—basically nothing. They were limited to artificial beeps and unrealistic synthesized noises. On the Mac there were already cool system sounds like "droplet" (thanks Tom, Mac users are forever in your debt) and "sosumi" (so sue me!). But system sounds were only a drop in the bucket, the Mac OS included the ability to record and play back real sounds—and without any extra hardware. For PC users to hear sounds, they had to buy an expensive sound card. Even to this day, PCs must have a sound card installed to play sound.

This month we'll take a look at some of the cool things that you can do with sound on a Macintosh. And most of these things can be done for free since every Mac comes with the majority of tools you'll need. Most importantly, no sound is card required.

—Buz Zoller

Hot Tip

Here's something nifty you can do once you record your sounds. You can cut and paste sounds together into MoviePlayer so that you can edit them. To select just a portion of the movie, hold down the Shift key while you drag the controller bar. Paste a series of snippets together and make a single movie!

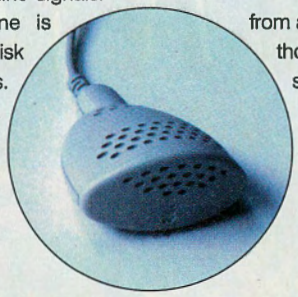
Getting Sound Into Your Mac

There are two ways to bring sound into your Mac. The most versatile way is to use the sound-in port. Located on the back of the Mac (it has the icon that looks like a microphone), it is capable of importing 16-bit stereo sound. There has been confusion concerning what kind of audio signal it accepts.

There are two types of signals Apple has used over the years: a mic-level signal and a line-level signal. Mic-level signals are fairly weak and require circuitry in the Mac to amplify them. Line-level signals are stronger and do *not* require amplification circuitry in the Mac. Line-level is the signal that home stereos use to accept the signal from a CD or cassette player.

Older Macs have the amplification circuitry needed for mic-level signals while newer Macs accept only a line-level signal. If you have a Power Mac, a PowerPC-based Performa, or an AV Macintosh (660AV or 840AV) then your computer accepts a line-level signal. Any other Macintosh accepts a mic-level signal.

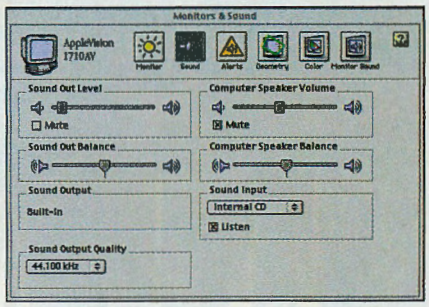
Apple created two different microphones to work with these two types of line signals. Apple's mic-level microphone is shaped like a small, round disk and it works only on older Macs. More recently, Apple created a mic that generates a line-level signal. Called the PlainTalk Microphone, this mic is bigger than the original round one and is triangular in shape. For a mic to generate a line-level signal, it has to be powered. The power boosts the signal and creates the proper strength for line level. Most line-level mics are powered by a battery, but Apple's PlainTalk Microphone gets its power from the Mac. Newer Macs dispense this power via the microphone plug. The PlainTalk Microphone has a longer plug than the standard 1/8-inch phono plug. The extra length allows power to go back to the mic, thus boosting the signal to a line level. The PlainTalk Microphone does not work on older Macs.



APPLE'S TRIANGULAR-SHAPED PLAINTALK Microphone creates a strong *line-level* signal.

If you have an older Apple mic or even a new mic that puts out only a mic-level signal, there are ways to use it to get sound into your Mac. The easiest way is to use your home stereo as a preamp. If your stereo has a mic input, plug your mic into the stereo and then from the audio out (NOT the speaker out) send the signal to your Mac. You may need an inexpensive RCA to 1/8-inch phono plug adapter from Radio Shack. You can also get a decent preamp or audio mixer for less than $100.

Since newer Macs require a line-level signal to record sound, they can get audio directly from a CD or cassette player because those devices output a line-level signal. This is a great way to get cool sound samples from a cassette, the radio, or even that old record player in the closet. Don't forget about copyright laws—you can use someone else's sound for your personal use, not for commercial use!



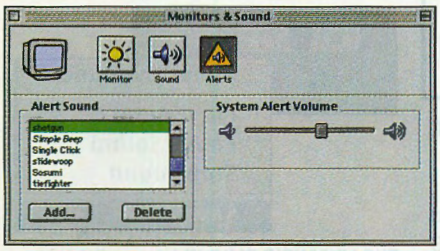
TO RECORD DIRECTLY from an audio CD in your Mac, just choose Internal CD.

You can also import sound directly from an audio CD by using your Mac's built-in CD-ROM drive. Simply set the sound input in the Sound or Monitors & Sound control panel to Internal CD. Then, any sound recording will use the sounds that are playing from the CD. If you use FWB's CD-ROM Toolkit as your CD-ROM driver software, the CDT Remote application can pull audio directly off an audio CD in AIFF format.

Some Macs have a third audio input option, the AV connector. The jacks for the AV connectors are the standard RCA jacks that are used on home stereo equipment.

Recording the Sound

Once you have a sound source, how do you get your Mac to actually record? Sound pros use many high-end software products, such as Macromedia's SoundEdit 16 to capture and edit audio. However, there is a fantastic $15 shareware program by Alberto Ricci



RECORDING AN ALERT SOUND is a heck of a lot of fun. Click Add... and then click record. *Voilà!*

called SoundEffects (http://www.riccisoft.com/soundeffects). With this application you can add cool robotic effects to your sounds, as well as lots more. But even less expensive than that is with the Mac OS itself. The Mac OS has several built-in software options for recording audio. The easiest method is to use the Monitors & Sound or Sound control panel to record an alert sound.

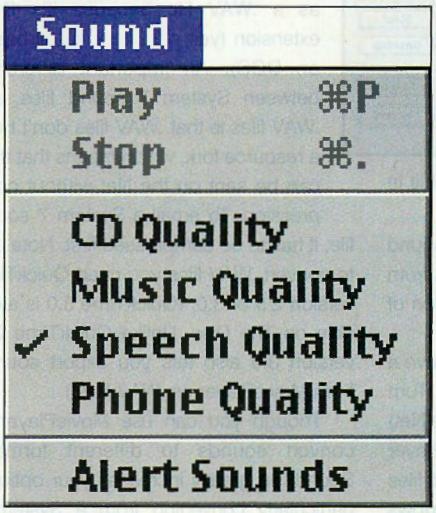
Recording is as simple as clicking Add... and then clicking the record button. (You are, however, limited to just 10 seconds of recording time). The Mac places the recorded sound file inside the System file, which is in the System Folder. To move the sound file elsewhere, simply open the System file and drag the sound file to another location on your hard drive. Though creating an alert sound is pretty cool, what if you need more than 10 seconds of sound?

BELIEVE IT OR NOT, you can use SimpleText to record sound into a text document.

Another way to input sound is to use SimpleText. That's right, SimpleText. SimpleText is the general-purpose word/text processing program that comes on every Macintosh. It is capable of recording sound into a text document. Create a new document in SimpleText and then select Record... from the Sound menu.

You'll notice that you are limited to 25 seconds of recording time. When done, you'll have a document that you can stuff and email to friends, and they can hear it by opening the document and selecting Play from SimpleText's sound menu. The limitation is that the sound is part of a SimpleText document. The only way to extract the sound is to use ResEdit or a sound utility from the Net such as SoundApp. (Find SoundApp on The Disc. There are loads of sound utilities due to Apple's tight integration of sound into the System software. Check out the sound directory at Info-Mac, ftp://mirror.apple.com/mirrors/info-mac/_Graphic_%26_Sound_Tool/_Sound.

The most useful way to record sound is to use SimpleSound. This application has come as part of the operating system since System 7.5.2, and is usually located in the Apple Menu. If you don't have it, you can download it from Apple's Web site http://swupdates.info.apple.com/usalpha.html. It is a versatile utility that

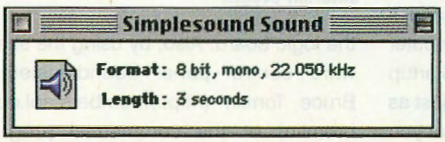


WHEN RECORDING, you can pick the quality of sound you want from low (phone) to high (CD).

actually gives you some sound-quality control. Choose from five different compression methods which yield different levels of audio quality.

To record audio, select New... from the File menu. This lets you record longer sound selections—up to as many as four hours if you select Phone Quality from the Sound menu, or as few as five minutes if you choose CD Quality. Note that audio uses lots of hard drive space.

One of the less-than-desirable features of SimpleSound is that it saves the sounds in a proprietary format. Double-click a SimpleSound document to launch SimpleSound. The audio plays when you double-click the icon in the SimpleSound window. Note: there are ways to turn this SimpleSound document into another file format.



SIMPLESOUND IS GREAT except for one thing—it saves sounds in a proprietary format.

5 Other Great Tips

how to

1. Use a Zip drive to make a bootable Zip disk (just copy the System Folder from a Disk Tools disk or your System CD) and put all of your favorite disk utilities on it. Set it as your Startup Disk and then restart. You can now run any disk utilities from the Zip.

2. Rebuild the desktop on a floppy disk (they have a separate desktop file) by holding down Command-Option while inserting the disk. This works for Zip and Jaz disks as well.

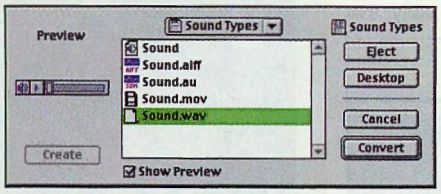
3. Speaking of floppy disks, try holding down Command-Option-TAB when inserting a disk. A dialog box will ask you if you want to erase the disk. This also works for Zip and Jaz disks.

4. Want to try the BeOS, but don't have drive space or don't feel like partitioning your hard drive? Install it on a Zip disk. The BeOS installer will format the disk for you, just make sure that it's in the drive when you run the BeOS Launcher. For more information about the BeOS, check out Be's Web site at http://www.be.com.

5. If you have a QuickCam or an AV Mac and a camcorder, use the utility, Timed Video Grabber, by Allon Stern to take a picture at a defined interval and save it as a JPEG file. This is great for a truly live Web page or just a time lapse take of what goes on during the day. You can get it at http://www.avernus.com/~allon/tvg.html.

All About File Types

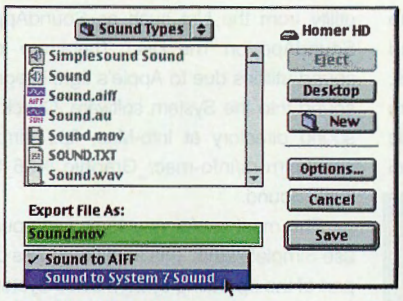
Once you have sound recorded, you have to decide what file format you want to use. The most common Mac sound file format is System 7 sound file, which is the file format for alert sounds. This format allows a file to be played in the finder by simply double-clicking the icon. Most file formats can be turned into System 7 sound files by using MoviePlayer. To convert a file into a System 7 sound format, open MoviePlayer. (MoviePlayer is part of QuickTime and is included with all current Macs). Select Open... from the file menu.



USE MOVIEPLAYER to convert a sound file to System 7 Sound format.

Click the Convert button and the sound opens as a movie. Now select Export.. from the file menu. This gives you the option of saving the file as a System 7 sound.

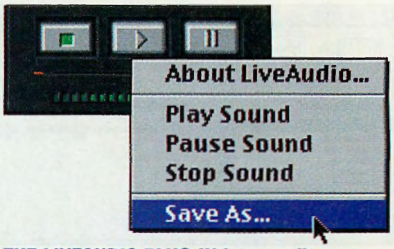
Once you save the file, you will have a double-clickable System 7 sound file. Turn a .WAV file (from a PC user or from the Net) into a System 7 sound file with MoviePlayer using this method. System 7 sound files are great for Mac users, but Windows users can't use them. Windows uses a file format called a Wave file, usually noted as a .WAV file because it's DOS extension (yes, Windows is still based on DOS). An important difference between System 7 sound files and .WAV files is that .WAV files don't have a resource fork, which means that they can be sent on the Net without compression. To email a System 7 sound file, it has to be compressed first. Note that to convert .WAV files you need QuickTime version 2.5 or 3.0. (QuickTime 3.0 is available on The Disc. Unlike QuickTime 2.5, version 3.0 also lets you export sounds from MoviePlayer as .WAV files.)



TO SAVE THE SOUND in a new format, you'll first need to Export it.

Though you can use MoviePlayer to convert sounds to different formats, SoundApp greatly increases your options, particularly converting from a System 7 sound file to a Windows .WAV file. You can find SoundApp on The Disc.

Another cool way to listen to .WAV and .AU sound files is to use your Internet browser. If you have the LiveAudio plug-in, simply drag the .WAV file into the browser window.



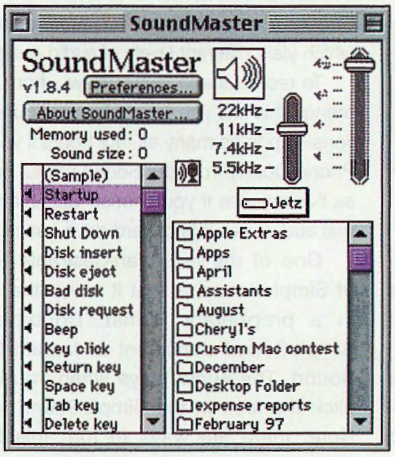
THE LIVEAUDIO PLUG-IN lets you listen to sound files in your browser.

If you click on a .WAV file at a Web site and it brings up this console, you can save it to your hard drive (as a .WAV file) by clicking on it and selecting Save As....

MoviePlayer also can turn sound files into a QuickTime movie, which is actually just a movie with only a soundtrack and no video. It is also worth noting that a flattened QuickTime movie with only a sound track is actually smaller than the same .WAV file. A flattened QuickTime movie (made by selecting Playable on non-Apple computers and Self-contained in MoviePlayer's Save As... dialog), like a .WAV file, does not have a resource fork and can be sent or posted on the Net without compression.

What to Do With It?

Once you've created your sound masterpiece or sampled your favorite snippet, what can you do with it? You can use it with any multimedia authoring software, such as Adobe Premiere or Director, or even Claris' HyperCard. If multimedia isn't your cup of tea, there are some nifty things you can do with sounds just for fun. To add them to your alert sounds, just turn the file into a System 7 sound file and drag and drop it onto the closed System Folder, which will automatically put it into the System file. Then just use either SimpleSound or the Monitors & Sound control panel to activate it. Or, place it the sound file in your Shutdown Items folder, which is in your System Folder. When you select Shutdown from the Special menu, it will play the sound before your computer turns off. Or even put it in your Startup Items folder and the sound will play just as the Finder comes up. Remember that you can't change the actual startup chime since it is stored in the Mac's ROM chip on the logic board. Also, by using the shareware control panel SoundMaster by Bruce Tomlin (http://members.aol.com/btomlin) or the commercial program Kaboom from Nova Development (818-591-9600; http://www.novadevcorp.com) you can select a sound for different events within the operating system, such as opening a window or emptying the trash.



USE SOUNDMASTER to select sounds for different events.

If you save your sound as a self-contained, playable on non-Apple computers-QuickTime movie you can put it on your Web page. Claris Home Page and Adobe PageMill both let you simply drag and drop a movie file on to the Web page and they do the HTML coding for you. Set it to auto-play, make the controller false, and the sound will play when the page loads—and no one will know where it came from. Or better yet, record a little message, save it as a QuickTime movie and email it to a friend with a birthday greeting. Apple has released QuickTime for Windows, so even your PC buddies can hear your creations.

Don't let your Mac waste away in silence. Go out there and create!

Buz Zoller (flohead@bga.com) is currently a Mac Manager for a school district in Texas.

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COURSE LIBRARY II

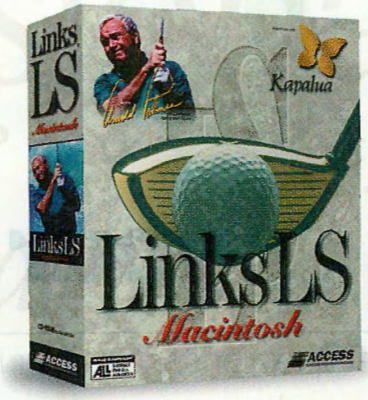
COURSE LIBRARY III

COURSE LIBRARY IV

DAVIS LOVE III

KAPALUA

MAUNA KEA



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ask us your questions

We answer your technical questions, no matter how simple or complex.

Q I'm trying to reduce the amount of memory consumed by the Mac OS. Can I free up any by moving some control panels out of the System Folder?

A Sure, but don't expect to recover much RAM. Many control panels simply provide a tidy user interface for changing the options of their related extensions; they don't patch the operating system themselves. As such, even when they're in the Control Panels folder, they don't slow the startup process nor set aside any memory for their own use. Only when you open this kind of control panel does it use any memory, and that's relinquished the moment you close the control panel.

According to Jeffrey Robbin, programmer of Casady & Greene's tremendously useful Conflict Catcher (800-359-4920 or 408-484-9228, http://www.casadyg.com), only control panels containing INIT resources actually grab hold of system memory at startup. Essentially, these control panels have built-in extensions. To see how much memory each requires, in Conflict Catcher choose "by Folder" from the "Listed by" pop-up menu, then choose Memory Use from the right-most pop-up menu. If a control panel has an INIT resource, the amount of system memory consumed shows up in the second column. Usually, control panels require just a few kilobytes of memory, which is hardly worth worrying about, but to maximize memory and to speed startup times, remove these files from the System Folder. Control panels with N/A listed in the second column lack INIT resources. Even though they may appear in the Control Panels folder, they don't load at startup and don't use any memory, so you might as well leave them alone.

Keep in mind that even though a control panel doesn't appear to consume much memory, it may offer RAM-hungry options. For example, the Memory control panel uses less than 1K of memory, but the Disk Cache and RAM Disk options contained therein can gobble many megabytes when enabled. Likewise, placing an image in the Finder's background using the Desktop Pictures control panel can require a lot more memory than you might be led to believe, because the file is an application.

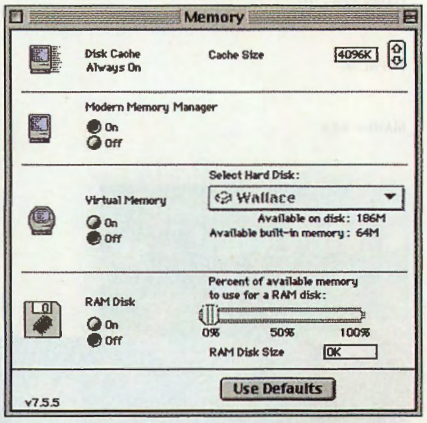
FIND APPDISK, PrintChoice, and PlainTalk on The Disc.

Mac OS 8 Control Panels That Don't Consume System Memory

- Appearance
- AppleTalk
- ColorSync System Profile
- DialAssist
- Editor Setup
- Energy Saver
- Extensions Manager
- Infrared
- Iomega Drive Options
- Keyboard
- Launcher
- Location Manager
- MacLinkPlus Setup
- Map
- Memory
- Modem
- Monitors & Sound
- Numbers
- OpenDoc Setup
- PowerBook Setup
- PPP
- QuickTime Settings
- Startup Disk
- TCP/IP
- TelePort
- Text
- Token Ring
- Trackpad
- Web Sharing

Q What is the Modern Memory Manager in the Memory control panel? Should I turn it on or off?

A All Macs have some memory management code burned into ROM, but Power Macs running System 7.1.1 to 7.5.3 have a Modern Memory Manager option in the Memory control panel that allows them to use a completely rewritten memory manager instead of the ROM code. The new memory manager performs better than the old one, both because it's native PowerPC code and because the heap management algorithms have been significantly improved. Apple's engineers estimate that activating Modern Memory Manager yields an average performance increase of about 20 to 30 percent, although that number can be as high as 200 percent with some applications. Therefore, the only reason to turn off Modern Memory Manager is if you're experiencing crashes and suspect compatibility issues. Most programs were rewritten long ago for full compatibility with Modern Memory Manager, so that shouldn't be a problem for anyone who's using current software. I hasten to recommend, however, that anyone with a Power Mac should forget about Modern Memory Manager altogether and just upgrade to Mac OS 8 for the many bug fixes, new features, and completely native Finder.



LEAVE MODERN MEMORY MANAGER turned on unless your Power Mac is crashing and you suspect incompatibility with older software.

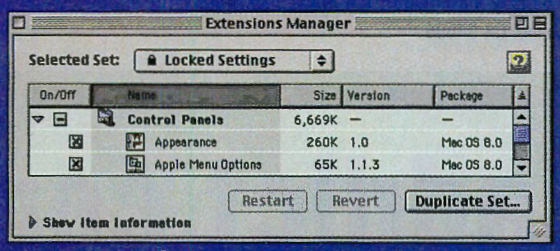
Q I have a Power Mac 6500/300 with what appears to be a remote control sensor on the front. Where can I get a remote control, and how much will it cost?

A The infrared receiver is for use with only the remote control that's part of the Apple TV/FM Radio System (part number M4586LL/A), an optional card that lets you watch TV in a window or listen to the radio while you work on your Mac. With this card installed, you even can capture images, video clips, and sound from the airwaves. The Apple

TV/FM Radio System is available via mail order for around $150 and can be installed in any Mac with a video-in slot and a port for an internal TV tuner card. If your Mac lacks a video-in slot, consider instead the TurboTV from IXMICRO (888-467-8282 or 408-369-8282, http://www.ixmicro.com) or the Xclaim TV card from ATI Technologies (905-882-2600, http://www.atitech.com). These PCI cards don't have an FM radio or remote control, but they let you view and capture TV signals from an antenna or cable.

Securing Extensions Manager Sets

Frustrated by how the Extensions Manager control panel automatically adds new extensions to custom sets, reader Jon Sytsma came up with a simple solution: Launch ResEdit and open an editable settings file (they're located within the Extensions Manager Preferences folder inside the Preferences folder in the System Folder). Choose Get Info from the File menu, and change the type from ESET to RSET (this makes it a read-only settings file). Close the dialog box, and save your changes. Now when you choose this set with the Extensions Manager, it appears with a little lock icon next to its name, indicating that you can't modify this set without first creating a duplicate.

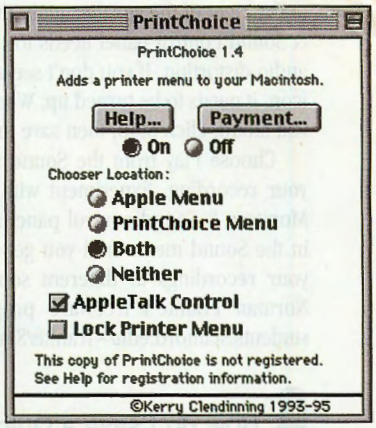


LOCKED STARTUP SETS ARE EASY to create with ResEdit.

Q I have a modem and two serial printers. How can I make switching between the two printers simpler than unplugging the cable from one and plugging it into the other, then enabling/disabling AppleTalk (I don't have a network, but one of my printers requires AppleTalk to be enabled), and then changing the printer in the Chooser?

A There are several approaches you can take. The cheapest is to buy an A/B serial switch. Both printers plug into this device, which, in turn, plugs into the printer port. By allowing you to select printers with the turn of a knob, it eliminates the hassle of physically switching cables. You still need to tell the Mac which printer is active, however. To simplify matters, use Kerry Clendinning's PrintChoice. This nifty shareware utility allows you to avoid the Chooser altogether by choosing from a small printer menu that's always available in the menu bar. You can specify even the appropriate AppleTalk setting for each printer. Anyone who uses more than one printer should have PrintChoice. It's that good.

The main drawback to the A/B serial switch solution is that only one printer is available at a time. Ideally, you'd like them both active and available without having to flip a switch or turn a knob. The way to do that is to add serial ports to your Mac. Although there are several vendors that sell serial port cards, I use Keyspan's SX Serial Card (510-222-0131, http://www.keyspan.com) and find it effective. This card plugs into the PCI bus and adds either two or four serial ports ($229 or $329, respectively), depending on the model, that are functionally identical to the Mac's original serial ports. The only caveat is that devices plugged into the SX Serial Card must be compatible with Apple's Communications Toolbox. Many serial printers and digital cameras aren't Comm Toolbox savvy, but the majority of modems, ISDN terminal adapters, graphics tablets, label printers, and personal digital assistants work just fine. By plugging your incompatible devices into the Mac's original ports and your Comm Toolbox-savvy devices into the SX Serial Card, you usually can obtain a workable configuration no matter what peripherals you own.



AVOID THE CHOOSER with PrintChoice's menu of available output devices.

Q Can I run Mac OS 8 on my Performa with a 33MHz 68LC040 and 20MB of RAM?

A Excluding 68030 systems that have been upgraded, Mac OS 8 will run on any Mac with at least 12MB of RAM and either a PowerPC or 68040 chip. This includes the 68LC040, which lacks an integrated hardware math coprocessor (also called an FPU, or floating-point unit). I've tested Mac OS 8 on '040-based Macs and found it acceptably fast, but I seriously recommend at least 32MB of memory for anyone considering this new operating system. If you're unsure about the amount of RAM or type of processor in your Mac, run Apple System Profiler (part of the Mac OS).

Q Is there any way to have my Mac record a sentence being read using the voices available in SimpleText? I want to make a few outgoing answering-machine messages with both sounds and voices.

A Start by downloading the latest PlainTalk software from the Apple Speech home page at http://speech.apple.com/speech. Once your Mac has the appropriate Text-To-Speech software installed, here's how to get your Mac to record anything it speaks. Plug an audio patch cable into the sound-input (microphone) and -output (headphones/speakers) ports of your Mac. (Audio patch cables are available from Radio Shack and stereo stores such as The Good Guys.) Now open the Monitors & Sound control panel, and choose Line In or Microphone (not InternalMic) from the Sound Recording Input pop-up menu.

Launch SimpleSound and SimpleText. Enter the desired text of your answering machine message in a new SimpleText document. Place a countdown sequence of "5, 4, 3, 2, 1, 0" before the beginning of the text to give you time to switch applications and as a cue that tells you when to begin recording. Press Command-J to select everything, and begin speaking. Quickly switch to SimpleSound, and press Command-N to open the recording window. When the

countdown finishes, click Record. If at any time you see a vertical line to the right of the speaker icon, the Sound Out Level in the Monitors & Sound control panel needs to be turned down a notch to prevent audio distortion. If you don't see anything coming out of the speaker icon, it needs to be turned up. When SimpleText finishes reading your text aloud, click Stop, then save the recording. That's all.

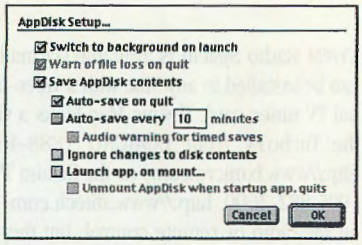
Choose Play from the Sound menu in SimpleSound to listen to your recording. Experiment with the Sound Output Quality in the Monitors & Sound control panel and SimpleSound's quality settings in the Sound menu until you get exactly what you want. To convert your recordings to different sound formats, I recommend using Norman Franke's freeware program SoundApp (http://www-cs-students.stanford.edu/~franke/SoundApp).

Q How do I save a QuickTime movie after watching it in Netscape Navigator?

A After downloading the entire movie, click inside the movie's window and hold down the mouse button until a pop-up menu appears. From this menu, choose Save Movie As... to open a standard directory dialog box in which you specify the name and disk location for the file. You then can open the resulting QuickTime file with Apple's MoviePlayer.

Q Is there a way to keep my RAM Disk from getting erased every time I shut down?

A There's no provision for automatically saving the contents of the RAM Disk created by the Memory control panel. However, you can do this easily with AppDisk, a shareware program by Mark Adams. Another benefit of AppDisk is that it uses application memory rather than system memory, so you can get that memory back by simply quitting AppDisk rather than restarting.



APPDISK SAVES the contents of a RAM disk, potentially a data-saving feature.

Q I recently connected an old, 14-inch monitor to my Mac's internal video port to augment a 17-inch monitor plugged into a video card. Having multiple monitors is a blast. However, the large monitor developed a nervous twitch. It's hard to describe, but the overall effect makes me kind of seasick. Disconnecting the small monitor makes things normal again, and neither monitor shows any sign of problems on its own.

A The magnetic fields generated by the monitors are interfering with one another, causing the screen images to jitter. Moving the monitors farther apart should decrease or eliminate any distortion.

Owen W. Linzmayer (askus@macaddict.com, http://www.netcom.com/~owenink) is a San Francisco-based freelance writer and the author of *The Mac Bathroom Reader.* Please submit technical questions or helpful tips directly via email or c/o *MacAddict,* 150 North Hill Drive, Suite 40, Brisbane, CA 94005.

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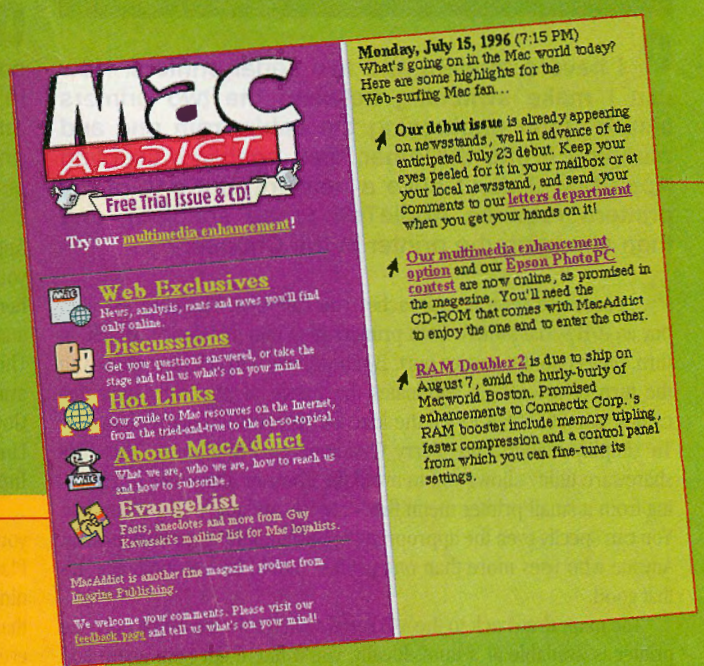

Mac ADDICT

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And because Nexus GA is from ATI, makers of award-winning graphics accelerators for Macintosh computers, you can rest easy that Nexus GA will work seamlessly with your applications. Nexus GA – fastest, high resolution true color performance – to choose anything else you'd have to be out of your mind.

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FIND A DEMO of Myth: The Fallen Lords, plus a shareware copy of Burning Monkey Solitaire on The Disc.

FIND LINKS to more Myth strategy sites on the Web site. Challenge *MacAddict* to a game at http://www.macaddict.com/clan.

Preview

Racing Days R

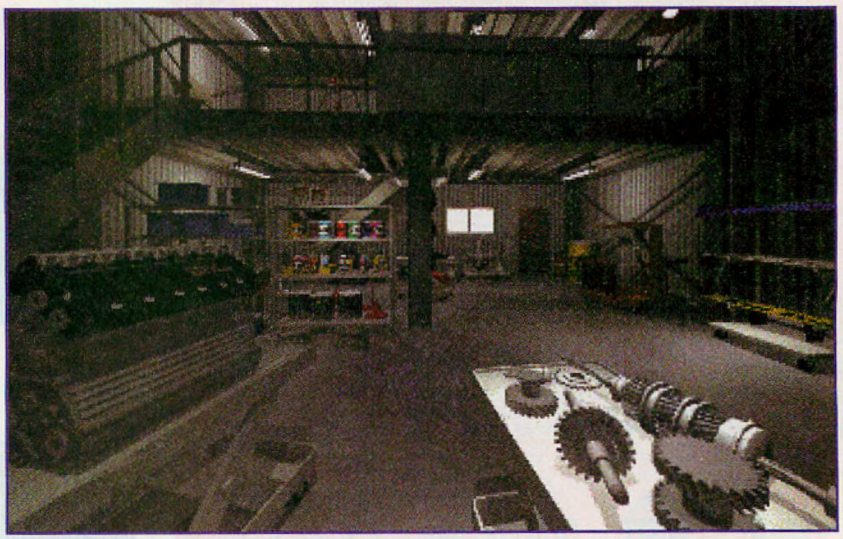
COMPANY: Feral Entertainment
CONTACT: 011-44-1225-448069 or 011-44-1225-446534 (fax), http://www.feral.co.uk
PRICE: $50 (SRP)

Well before Bandai Digital Entertainment releases Racing Days in the United States (previewed Dec/97, p54), Feral Entertainment is set to release its sequel, Racing Days R. What's the deal? Racing Days and Racing Days R are the brainchildren of Japanese developer Kitt Peak (http://www.kittpeak.co.jp). Takumi Abe, the lead programmer on Maxis' SimTower, conceived and developed most of the game. Bandai received the rights to publish the original version but not the upgraded version. Feral Entertainment obtained the European rights to the sequel, did a wonderful job localizing the program to English, and now is working to distribute the game in the States. While it looks for a distributor, you can buy the game directly from the company.

Racing Days R is both a fun driving game and a super simulator. At the get-go, you see a clean, well-laid-out interface. As the mouse hovers above an interface element, explanatory text scrolls by in an upper right-hand-corner window. From the main screen, you have access to all options; Virtual Garage and Car Type are the most important. Car Type selects the color and shape of your car. Virtual Garage gives you access through QuickTime VR to the innards of the car.

After you push the big R button, you get to choose from three different tracks, three different levels, and four different modes. Racing itself is very intuitive. For beginners, the game offers cues for when to brake and when to accelerate. Racing Days R is a great game that takes advantage of Macintosh technology and the PowerPC, and it's just plain fun, to boot. —*KT*

RACING IS A BEAUTIFUL experience. The 3D textures are wonderfully rendered, and you don't need an accelerator card to appreciate them. Choose from three tracks, each with amateur, pro, and ace circuits. And with four different racing modes—sprint, time, endurance, and simulation—you've got a lot of flexibility.



RACING DAYS' VIRTUAL GARAGE was built in QuickTime VR. As you improve at the game, more parts of the garage are accessible, allowing you to customize more of your car.

Strategy

Myth: The Fallen Lords

COMPANY: Bungie Software Products
CONTACT: 800-295-0060 or 312-563-6200, http://www.bungie.com
PRICE: $49.95 (SRP)

Captaining a team to success in Myth: The Fallen Lords is no piece of cake. Some online surveys conclude that a majority of people prefer *not* to captain team games. It's true that overseeing so many troops can be stressful, but there are few greater highs than leading a five-player team to victory. We'll let you in on a few secrets that led us to the imperial crown. (See, we've even got that royal "we" perfected, too!)

Be a Good Team Player

You won't be a good leader until you've been led by a good captain. Watching brilliant strategies perfectly executed is the key to becoming a master general. When your captain gives you troops, wait for him or her to tell you what to do with them: Don't just run off and attack the first band of enemy troops you encounter. Communicate with your teammates: Your captain won't always send a trow to bail you out until you yell for help. Coordinate attacks with the other players: Having stragglers reach the battle after your main body of troops has been decimated is a sure road to defeat. Special thanks to Belgarion, Stefan, Bastian, and Yeroen for demonstrating their winning strategies. (Great leaders end in *n*!)

Know thy Enemy

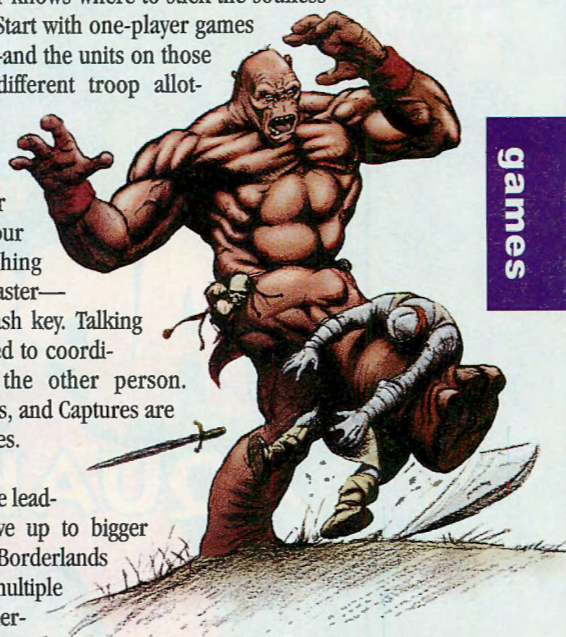
...And thy friends. Play online all the time. Get to know the good, civil players from the dorks. Good players follow the captain's orders but are able to adjust that strategy to suit changing battle conditions. Recruit these players to be your lieutenants. Play *against* the people who don't follow orders.

Know the Field

Likewise, a good player knows where to stick the soulless so they can't be attacked. Start with one-player games to examine all the maps—and the units on those maps. Experiment with different troop allotments on each map.

Start Simple

Play two-teammate games (2 x 2, 2 x 2 x 2, or 2 x 2 x 2 x 2) to hone your captaining skills. Detaching units is much easier and faster—you need only the backslash key. Talking is much simpler—you need to coordinate only yourself and the other person. Capture the Flag, Territories, and Captures are great two-player-team games.



Be Flexible

Once you're comfortable leading two-player teams, move up to bigger maps such as Creep on the Borderlands or If I Had a Trow. Learn multiple strategies for each map; otherwise, your opponents will know how to get you every time. Be sure to have a Plan B if your enemy foils Plan A. Most of all, communication is the key in huge games. With four or more players, you're better off detaching most of your units to your lieutenants and then watching and warning during the game, instead of trying to maintain an offensive attack yourself. —*Sorcha Payne*

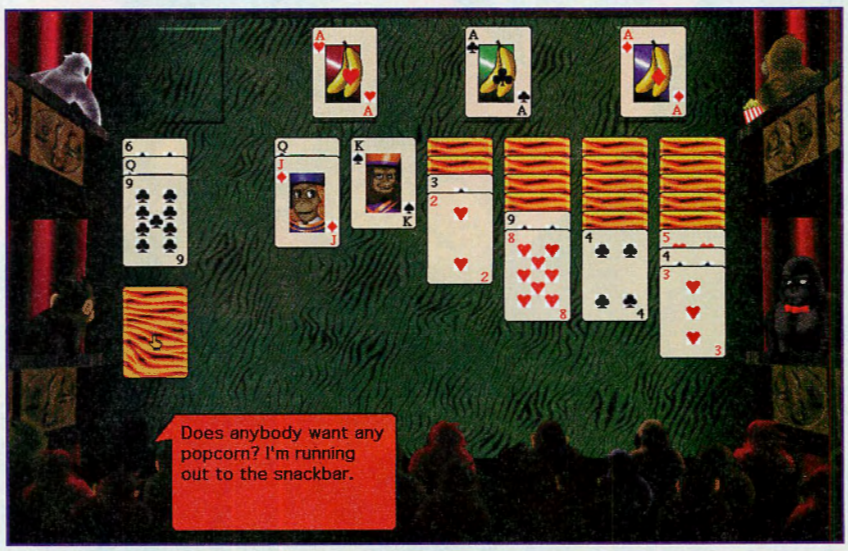
Shareware

Burning Monkey Solitaire

COMPANY: Freeverse Software
CONTACT: 212-929-3549, http://www.freeverse.com
PRICE: $14.95 shareware fee (one dollar of which will be donated to the Sierra Club)

Last month, CrossCards had us giggling. This month, Burning Monkey Solitaire has us laughing so hard our tummies hurt. Sure, Klondike is a perennial solitaire fave; it's included in almost every solitaire game pack from Semicolon Software's Solitaire Till Dawn to Delta Tao's Eric's Ultimate Solitaire CD. One stand-alone version even is scriptable! What could Freeverse possibly add to this glutted market?

Its trademark humor, of course. Burning Monkey Solitaire plays exactly as your standard solitaire game, except instead of playing on a table, you play as if you were the main attraction for a theater of monkeys. This simian crowd is much tougher than your average peanut gallery: Although the monkeys tell you how to cheat, they jeer at you if you do it too often.



ROUGH CROWD: The monkeys comment on everything you do. They get bored, too.

You can click on each of the monkeys ("oooh oooh, ahh ahh"); the ones along the sides play special effects. Jared, Butcher of Songs, has had plastic surgery or was reincarnated or something, because one of those four monkeys sings yet another Spanish ballad. You really don't want to know where the jujubes are, either. This game is way more fun than a barrel of monkeys. —*KT*

EVERY GOOD SOLITAIRE GAME has a boss button. The text above the progress bar changes over time.

WHY "BURNING"? This menu command explains the title of the game. Take that, Jared!

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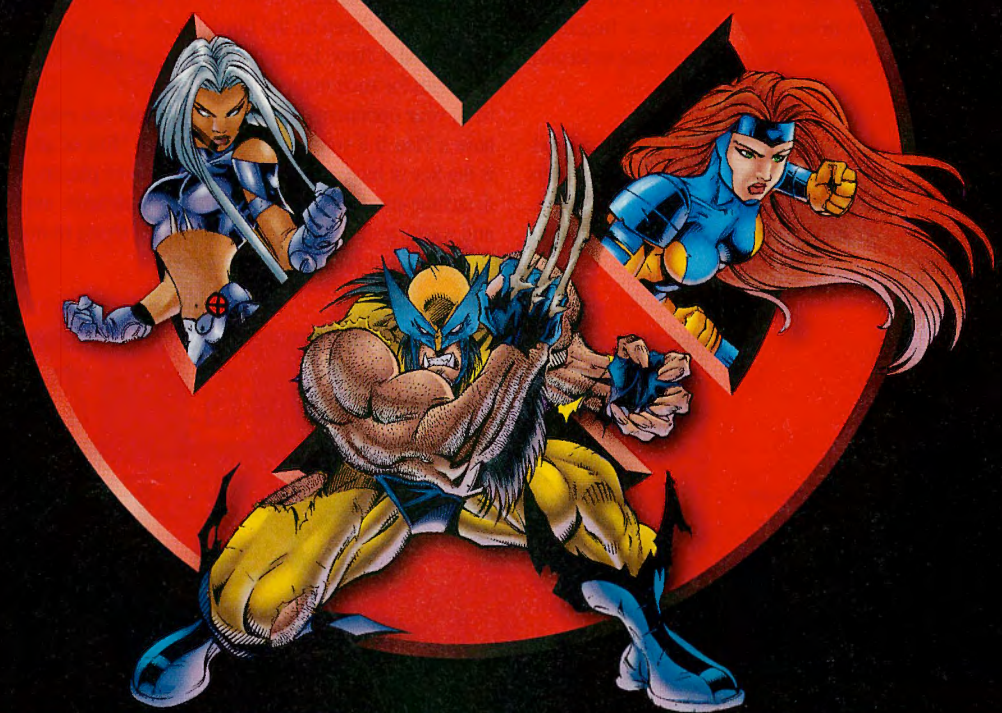

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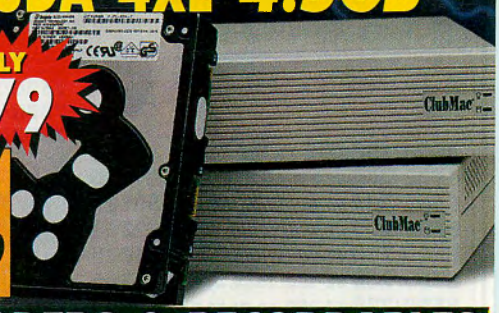

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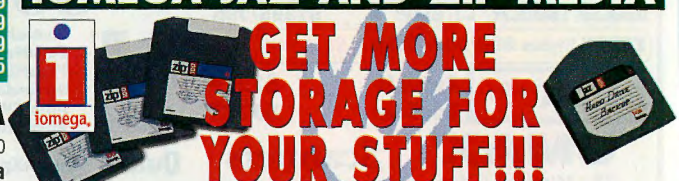

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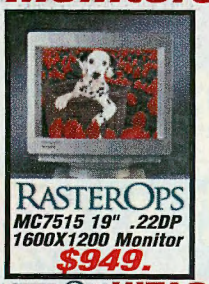

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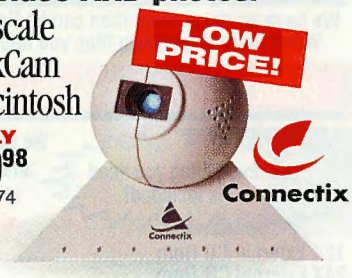

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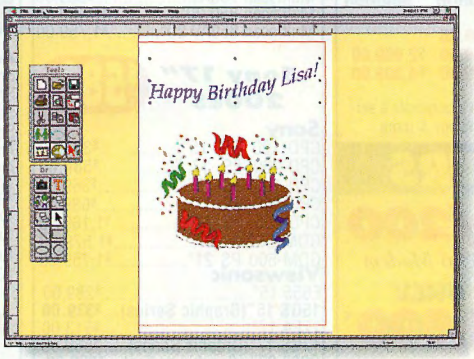

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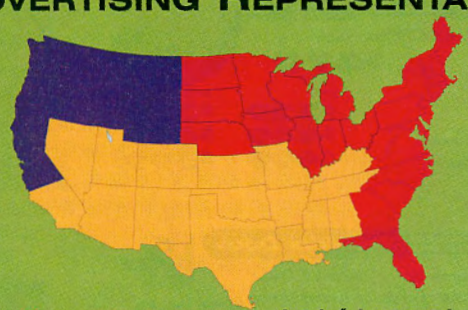

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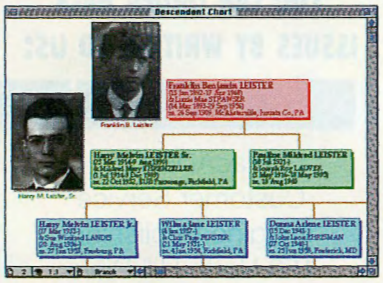

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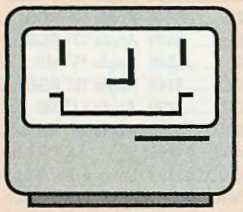

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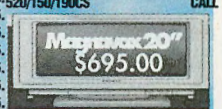

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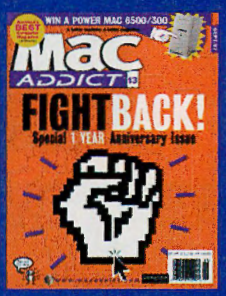

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"Park Different." —Apple Interim Chief Egomaniac Steve Jobs found this sarcastic note stuck to his car after conveniently parking in a handicapped spot in the Apple lot. Rumor has it Jobs was last heard screaming, "diplomatic immunity," as Mel Gibson towed away his car in a low-budget sequel to the sequel *Lethal Weapon III*.

SIMPLY STEVE

In an attempt to streamline company procedures and further cut back operating costs, Apple Interim CEO Steve Jobs has simplified several formerly time-consuming processes:

- The application to become an Apple VP is now much shorter. Applicants need only answer yes or no to the question, "Have you ever worked for NeXT Software?"
- All employees now are required to become vegans to save time previously wasted on cutting up meat.
- Apple's strategic partners now will be provided with daggers so they can stab themselves in the back.

forgive us, father, but we're broke

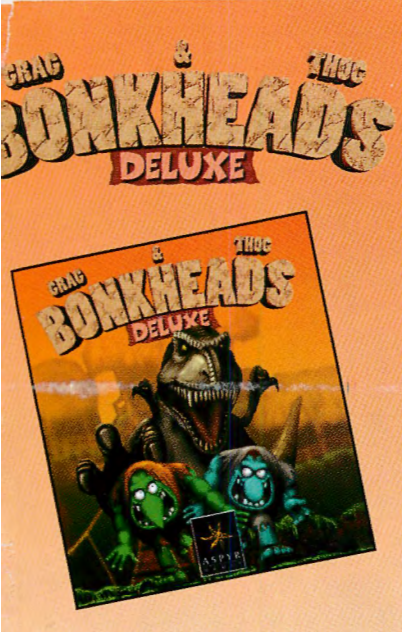
The Vatican (http://www.vatican.va) is now selling a new double CD-ROM that comes complete with an interactive game. Although the CD-ROM is the fifth in a series of titles, critics complain that the game still doesn't beat Bungie's Myth.

SIGHTED: STEVE JOBS' FACE IN A CINNAMON BUN.

Doodle by Jennifer Gwirtz

MacAddict Corrections

* For last month's issue, we were scheduled to run an investigative feature detailing Bill Gates' involvement in illegal antitrust agreements, but Microsoft bought us a really delicious lunch, and we forgot all about it. Oh well.
* A long time ago, we said some nice things about ex-Apple CEO Gil Amelio. We are still sorry.
* In our commemorative "Where Are They Now" issue, we neglected to mention Power Computing, the staff of *MacUser*, Marathon, the woman who threw the hammer in the 1984 Apple commercial, free technical support, Heidi Roizen, and all our former reviews editors because "where are they now" articles are really stupid, and after a while, we just got tired of doing them. Our bad.
* In last month's Editor's Note, we meant to discuss something important, but we ran out of time and wrote up a bunch of dumb predictions instead. We apologize.



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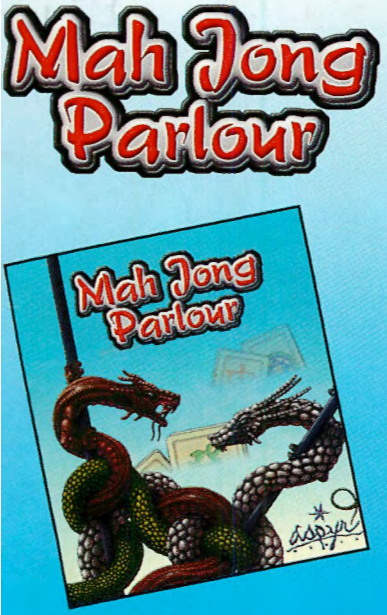

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